Volume 4 - 1992 Issue 1

Club Nintendo®

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Here you'll find a list of games that are currently available for your NINTENDO ENTERTAINMENT SYSTEM and GAME BOY

Action Series

- ❑ Air Wolf
- ❑ The Adventures of Bayou Billy
- ❑ Bad Dudes
- ❑ Boulder Dash
- ❑ Burai Fighter
- ❑ Captain Skyhawk
- ❑ Castlevania™
- ❑ Double Dragon
- ❑ Double Dragon II
- ❑ Gradius
- ❑ Gremlins 2
- ❑ Isolated Warrior
- ❑ Kabuki - Quantum Fighter
- ❑ Kung Fu™
- ❑ Life Force
- ❑ Low G Man
- ❑ Probotector
- ❑ Power Blade
- ❑ Rescue
- ❑ Robocop™
- ❑ Rollergames
- ❑ Rush 'N Attack™
- ❑ Silent Service
- ❑ Skate or Die
- ❑ Ski or Die
- ❑ Snake Rattle N' Roll
- ❑ Solar Jetman
- ❑ Stealth ATF
- ❑ Top Gun
- ❑ Top Gun - The Second Mission

Brain Series

- ❑ Dr. Mario
- ❑ Kickle Cubicle
- ❑ Tetris

Light Gun Series

- ❑ Duck Hunt™
- ❑ Gumshoe
- ❑ Hogan's Alley™
- ❑ To the Earth™
- ❑ Wild Gunman™

Sport Series

- ❑ Blades of Steel™
- ❑ Days of Thunder
- ❑ Double Dribble™
- ❑ Goal
- ❑ Golf
- ❑ Jack Nicklaus - Championship Golf
- ❑ Nintendo World Cup
- ❑ Punch-Out!!™
- ❑ Rad Racer™
- ❑ R.C. Pro Am™
- ❑ Super Off Road
- ❑ Super Spike V'Ball
- ❑ Tennis
- ❑ Track & Field II
- ❑ Turbo Racing
- ❑ World Championship Wrestling™
- ❑ WWF WrestleMania

Adventure Series

- ❑ Batman
- ❑ Battle of Olympus
- ❑ Bionic Commando™
- ❑ **Blue Shadow**
- ❑ A Boy and His Blob
- ❑ Defender of the Crown
- ❑ Duck Tales™
- ❑ Faxanadu™
- ❑ Goonies II™
- ❑ IronSword
- ❑ Legend of Zelda™
- ❑ **Maniac Mansion**
- ❑ Mega Man™
- ❑ Mega Man 2™
- ❑ Metal Gear™
- ❑ Metroid™
- ❑ **Mission Impossible**
- ❑ **North & South**
- ❑ Rad Gravity
- ❑ **Rescue Rangers**
- ❑ Shadowgate
- ❑ Shadow Warriors
- ❑ Simon's Quest
- ❑ The Simpsons
- ❑ Solstice
- ❑ **Star Wars**
- ❑ Super Mario Bros.™
- ❑ Super Mario Bros. 2™
- ❑ Super Mario Bros. 3™
- ❑ **Swords & Serpents**
- ❑ Teenage Mutant Hero Turtles
- ❑ Wizards & Warriors
- ❑ Wrath of the Black Manta
- ❑ Zelda II - The Adventure of Link

Arcade Series

- ❑ Bubble Bobble™
- ❑ Donkey Kong Classics™
- ❑ **Dragon's Lair**
- ❑ Gauntlet II
- ❑ Paperboy™
- ❑ Pinbot™
- ❑ Popeye™

Programmable Series

- ❑ Excitebike™

Coming Soon

Blaster Master
Bugs Bunny Blow Out
Captain Planet
Jackie Chan Kung Fu
High Speed
Hunt For Red October
New Ghostbusters II
New Zealand Story
Rainbow Island
Snake's Revenge
Teenage Mutant Hero Turtles II
Totally Rad

Game Boy

- ❑ Alleyway™
- ❑ The Amazing Spiderman
- ❑ Balloon Kid™
- ❑ Batman
- ❑ Boulder Dash
- ❑ Boxxle
- ❑ **Bubble Ghost**
- ❑ Bugs Bunny
- ❑ Burai Fighter Deluxe
- ❑ Castlevania
- ❑ Chase HQ
- ❑ The Chessmaster
- ❑ Dynablaster
- ❑ Double Dragon
- ❑ Dr. Mario
- ❑ Duck Tales™
- ❑ F-1 Race
- ❑ **Fortified Zones**
- ❑ Gargoyles Quest
- ❑ **Ghostbusters 2**
- ❑ Golf
- ❑ Gremlins 2
- ❑ Hyper Lode Runner
- ❑ King of the Zoo
- ❑ Kwirk™
- ❑ Kung Fu Master
- ❑ **Mercenary Force**
- ❑ Motocross Maniacs
- ❑ **Navy Seals**
- ❑ **Nemisis**
- ❑ Nintendo World Cup
- ❑ **Othello**
- ❑ Paperboy
- ❑ PinballRevenge of the Gator
- ❑ **Princess Blobette**
- ❑ Qix™
- ❑ R-Type
- ❑ Radar Mission
- ❑ Robocop
- ❑ Side Pocket
- ❑ **The Simpsons**
- ❑ **Skate or Die**
- ❑ **Sneaky Snakes**
- ❑ Solar Striker™
- ❑ Super Mario Land™
- ❑ **Super RC Pro-Am**
- ❑ Teenage Mutant Hero Turtles
- ❑ Tennis™
- ❑ Wizards & Warriors

Coming Soon

Blades of Steel
Bubble Bobble
Burger Time Deluxe
Choplifter
Double Dragon II
Gauntlet II
Hunt For Red October
Q-Bert
Solomon's Club
Snoppy's Magic Show
WWF Superstars

Super Mario Says

Whoa - 1992 is with us, and there's some real exciting developments due from Nintendo!

First off, we have radically changed the front cover of Club Nintendo, as well as altering the look of the mag. In come more screen shots and reviews and out goes Sneak Peeks to make room for the improvements. We are also devoting more pages to Game Boy™, both in the review section and the Tips and Tricks articles. We think it adds even more to Club Nintendo, but we also want to know what you think, so start pushing those pens!

The excitement isn't over yet, though! The batch of new games in this issue for both NES and Game Boy™ is rather special. **"Star Wars"** is our favourite right now, not only because it looks and plays well, but also because it sticks so closely to the original plot! You are able to interact with all the main characters as well as facing Stormtroopers and other allies of the Empire. It's quite a game - check out our review for the full lowdown!

The Game Boy™ is playing host to another star in the rather irregular shape of Bart Simpson. He's been sent off to Camp Deadly, and is getting a real hard time from the security guards there! Another hero making it to the portable small screen is Blob, of **"A Boy and his Blob"** fame in brand new adventure especially designed for the Game Boy™.

We have a number of other surprises coming your way throughout the year - it's a case of watching this space!

I hope you all have a great New Year - see you in two!

In our next issue...

...we'll be featuring a record number of games, with reviews on the amazing **"Four Player Tennis"**, the action packed **"Blaster Master"** and the cute and colourful **"New Zealand Story"!** There's more games than ever before on the Game Boy™ too, including **"WWF Superstars"** which features everyone's favourite wrestling heros! How DO we fit it all into 32 pages?!

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President: Super Mario. Editor: Mark Smith. Staff Writer: Hayden Jones. Photography: Dennis Hemmings. Art: Catalyst Publishing. Nintendo Co., Ltd. Typesetting: Catalyst Publishing England. Editorial Office: Club Nintendo, PO Box 104, Fareham Hants, PO16 8UR England.

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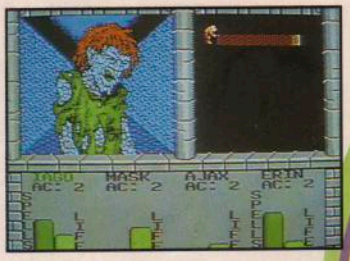
Into the Lair...

SWORDS and SERPENTS

Deep beneath the ground, there can be found an intricate maze of caverns unlike any other. Untold treasures are zealously guarded by armies of orcs, goblins and ghouls, who feed their master on the foolish adventurers who think the gold was meant for them.

However, there's a greater evil that lurks at the very end of the caverns, in the form of a writhing and horrific serpent. This serpent, who rules this murky lair, has brought terror to the people, wiping out villages and sending out his minions to bring him food - and we're not talking about takeaway pizzas! Yet now there's a party of bold adventurers assembling, intent on ending the horrific reign of the monster. They are gathering arms and preparing right now, while putting together a plan of action which will hopefully see them safely through. All they need now is someone to guide them...



Mobilising a party

Already-made party of characters, complete with attributes and possessions is available for your use, yet part of the fun is actually building your own set of adventurers. You can 'roll the dice' until you get suitable scores, name your character and then select his profession from Thief, Magician or Warrior. The Thief is hot on agility, and, although he can't use every weapon, his special attack can defeat opponents with a single blow. Magicians are more intelligent than most, and are able to cast spells at the expense of magic points. Warriors are the strongest of the lot, and can use even the heaviest weapons.

Apart from strength, agility and intelligence, each character also has a health score. Each time that he is hit in combat, this score will decrease, with a score of zero resulting in, you guessed it, death! Also worth considering is that "Swords and Serpents" allows one, two or four players to join in the fun. Each player controls certain members of the party, offering the chance for greater participation and enjoyment!

What is a role-playing game?

Role-playing games (RPG's) became big in the late 70's and early 80's, the most popular being TSR's "Dungeons and Dragons". The basic criteria of such a game is that it involves a number of players taking their characters through a fantasy world, created by the Game Master. A character is created by rolling dice and attributing that score to a certain characteristic - for example, "Swords and Serpents" uses Strength, Intelligence, Agility and Health. These form the outline of the character - it's then up to the player to act the role of this adventurer, giving him his own unique personality.

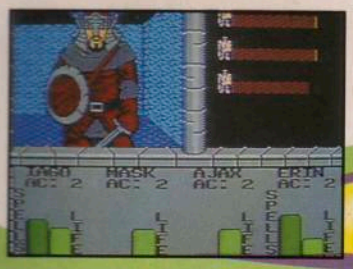
Games such as "Dungeons and Dragons" used different formulae and dice for working out the results of combat and the like - "Swords and Serpents" takes it one step further by computerising the formulae, and doing all the hard work for you! You still build your character up in the same way by earning experience points, and making all of the important decisions, except that here, all of the action takes place on-screen, instead of on a table top!

Artefacts and weapons

Role-playing games invariably offer a great number of different items, and "Swords and Serpents" is no exception. You will find items when defeating certain enemies, you can buy them in the armoury, or they may just be lying around in certain rooms.

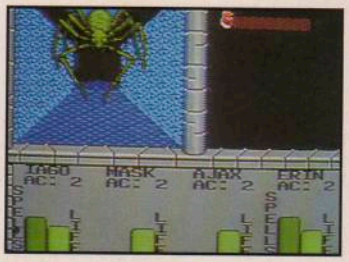
Experience points

When your party of adventurers manages to defeat some monsters, you will receive experience points. When you reach a certain number, your experience level increases along with the maximum value of your attributes. Good, eh?



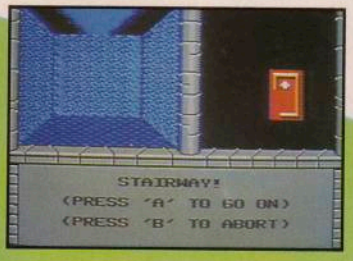
Wandering monsters

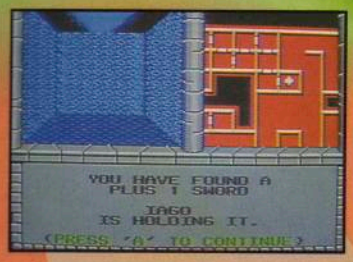
An RPG just wouldn't be the same without the bad guys! Occasionally, you will stumble across a group of hungry monsters who you will need to see off using weapons or spells. Others guard certain stairways or artefacts, so beware!



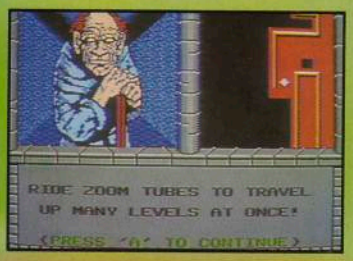
Battling through the caverns

Sixteen enormous caverns make up the Serpent's lair, each one a complex maze containing a whole host of rather inhospitable inhabitants, as well as a fair share of surprises! Keep an eye out for the armoury, where you can buy new possessions, and the Temple, which will revive your characters.





To help you on your way, we've got a map of the second cavern (the first one is in the instruction manual). It's complete with a key, as well as a few special clues to help you on your way...

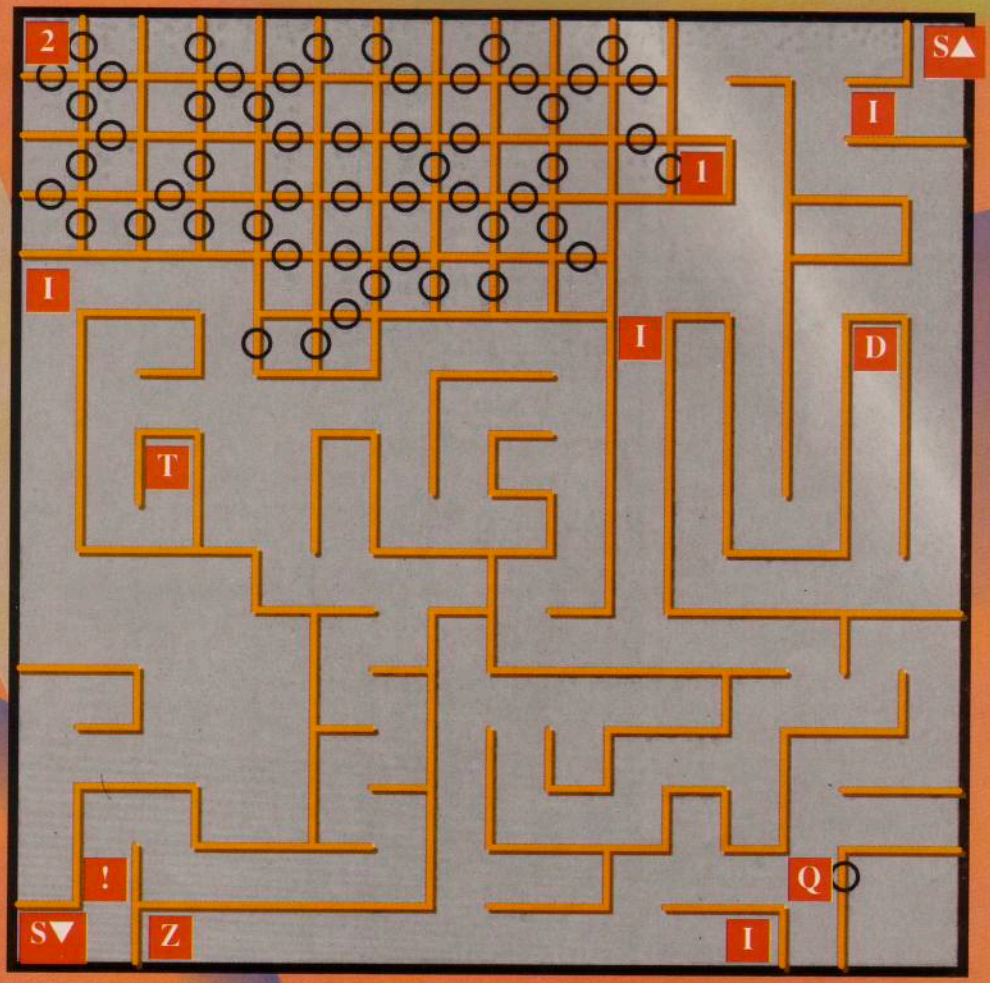


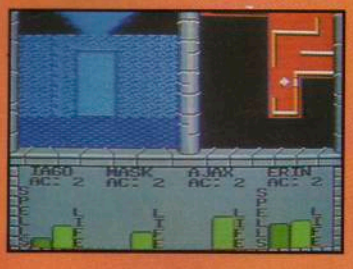
KEY

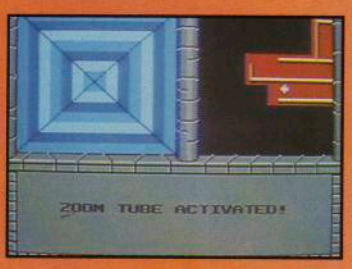
S - Stairs up (to level 1)
S - Stairs down (to level 3)
I - Information
T - Teleporter
D - Teleport destination
! - Guards
Z - Zoom tube to level 1
O - Door

CLUES

1 - It's a plus-one sword!
2 - A spell (shield) is written on the wall in this room. There's usually a new spell in each cavern, so search carefully!
Q - Also on each level is a certain quest - in this case finding the key to fit the door. The first one is to return a crystal to an old man. In both cases you may find the items on latter levels.







DRAGON'S LAIR

Coin-op classic comes home

The latest coin-op hit to make it to the NES is the extraordinary "Dragon's Lair." Even though the NES version doesn't look the same as the laser disk game that graced the arcades, it does contain the same sort of cartoon-style action that made the original game so successful!

Dare you brave the dragon's lair?

Not only is the Dragon's Lair, which looks uncannily like a castle, a strange and terrifying place, it is the home of countless ghouls and monsters. Nevertheless, Dirk the Daring must enter the fortress to find and rescue his beloved Princess Daphne - that's if he is able to wrench her from the evil Dragon's grasp!

The rise of the serpent...

The drawbridge

Dirk is attacked before he even manages to get inside the castle! Watch out for the crumbling bridge, and then take out the serpent from the left-hand side.

The entrance hall

This isn't the place to meet for a date - even the prisoners throw rocks at you! Watch their every move and rush past at the first opportunity! You will also need to time your moves carefully when sneaking under the spikes, while only those with the fastest reflexes will be able to avoid the snakes that drop down without warning!

Watch your footing!

The elevator shaft

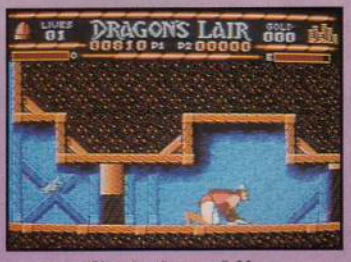
This is a bit like a lottery, since you will have to choose your next level from a number of platforms. Choose the wrong one and you will have to complete an old area again!

Sneaky snakes?!

Be careful around the wooden spikes!

The gold mines (Level 2)

Treasure aplenty lies in the gold mines, unfortunately it's all guarded by the Dragon's minions! Hope you're not claustrophobic either, since there isn't a lot of space down there.



Grab the gold!

The rescue of Princess Daphne

There are seven different areas, including the four main 'levels' that need to be cleared if you are to save the Princess. Not only will that keep you up until the early hours of the morning, but the stunning graphics will have you glued to the screen too!

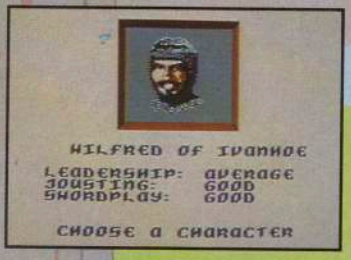
Civil War Hits the NES

Defender of the Crown™

Civil war threatens to tear apart mediæval Britain, since the King's death was announced. With no heir to the throne, it seems that the only way to decide who will lead the country is through war. Six knights - three Saxons and three Normans - begin to gather arms, building huge armies and plotting the downfall of their opponents. As one of these Saxon knights, it's your responsibility to make sure that Britain doesn't fall into the hands of the evil invaders..

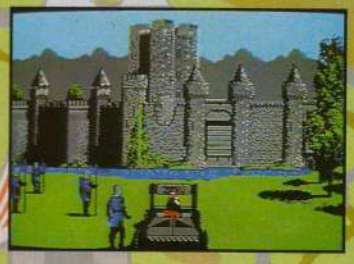
The Knights of the square screen

There are four different knights for you to role-play, each one with a set of different attributes. Choose form Wilfred of Ivanhoe who is good for novices, Wolfric the Wild who excels in jousting, Cedric of Rotherwood who leads well into battles, or Geoffrey Longsword who, as his name suggests, wields a mean sword! Once you've conquered Britain with one character, try again with another, since this will call for different tactics and a new scenario.



Conquering the Land

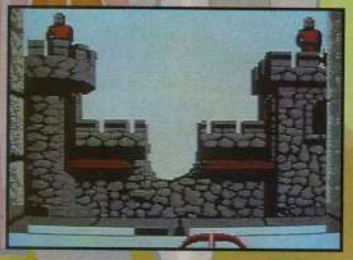
The basic idea of "Defender of the Crown" is to overcome the whole country and its aggressors, by building an army capable of taking on allcomers. The country is split into eighteen different sections, each one offering a number of men, as well as extra taxes which are paid to the landowner. If another knight already owns a land that you decide you want, then battle will commence! Certain commands can be sent to your army, which can help decide the outcome of the fight, although if you are hopelessly outnumbered, it's best just to get out of there!

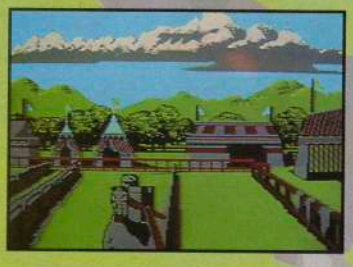


Besieging Castles

When you've built up a large enough force, you could try taking over another castle, and that knight's land too! You'll need a catapult here to break down the walls of the fortress, before storming in and taking out the remaining enemies.

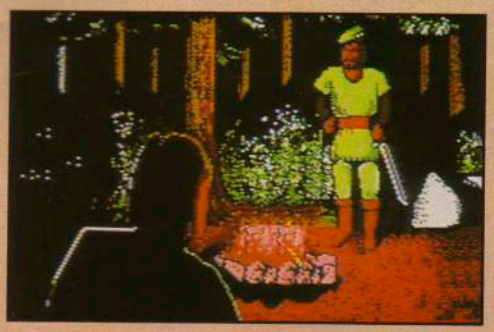
If the battle isn't going in your favour, you may find your castle under attack. You'll need to be fast with your crossbow if you are to survive to see a new King!





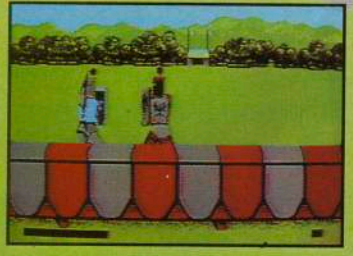
Other events

"Defender of the Crown" is a truly immense game, with several different events keeping you constantly on your toes. Normans may pillage your land, a fair maiden may need your help, or you can go raiding other castles for gold. You can even call on Robin of Sherwood for help when besieging other castles, although he can aid you only three times.



Tournaments

To gain land or extra fame, the fame used to increase your leadership rating, you can call a tournament. Here, you face opposing knights, firstly in a joust and then in a 'morning star' contest. The victor will gain either a piece of his opponent's land, or new honour.



MISSION: IMPOSSIBLE™

Over at the secret headquarters of Impossible Mission Forces, silence descends upon the control room as the teleprinter flickers into action...

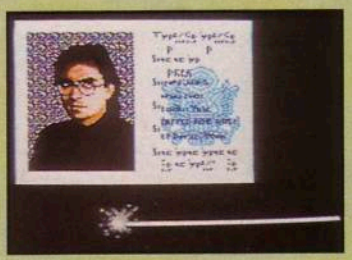
"Good morning Jim... Dr O and his secretary have been kidnapped by the Sinister Seven organisation. As you know, Dr. O is heavily involved in the United States defence programme, and his abduction could seriously threaten world peace. Your agent, Shannon, will undoubtedly be trying to contact you via the IMF code, which should give you some clues as to their whereabouts. As always should any of your IM force fail, the secretary will disown any knowledge of your actions.

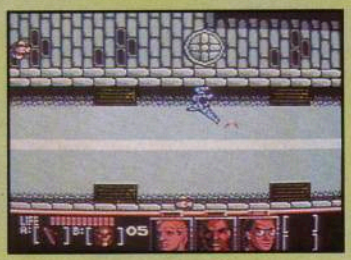
"This message will self-destruct in five seconds..."

A wry smile spreads across Jim Phelps' face, as he relishes the challenge given to his team. Will he accept this latest task? Is he prepared to commit his finest agents? Hey, this is the Impossible Mission Forces - of course he will!

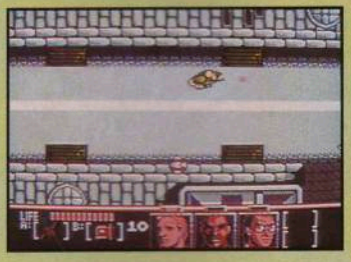
IMPOSSIBLE PERSONNEL

Jim Phelps, leader of the IMF, sends his three finest agents on the quest to rescue Dr O and Shannon. Acquaint yourself with these guys, since knowledge of them and their abilities could be the key to your success...





Nicholas 'Shakespeare' Black - Nicholas brings the thespian aspect to the game. He is an ex-drama teacher and is also a master of disguise. Being a native Australian, his main weapon is of course a boomerang! But his special ability is to assume another identity, which enables him to approach or pass enemy agents unrecognised (and unchallenged)!



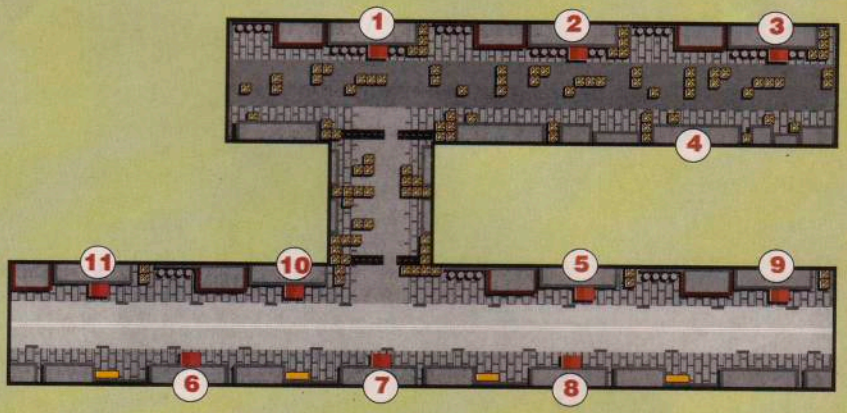
Max 'Ride like the wind' Harte - Max is usually strong and fast, although on this mission the heavy weaponry he is forced to employ slows him right down. His main weapon is a rifle, and he's a pretty mean marksman. He also carries a limited number of remote control cluster bombs, which he first places and then detonates from a distance. These can prove invaluable on certain parts of the mission.

Grant 'The Gazelle' Collier - Grant is the electronics whizz among the IMF members, and he's quite adept at cracking electronic codes. He chooses to fight his way out of trouble, and therefore his fist is his main weapon. He also carries sleeping gas bombs, which render his adversaries helpless for a limited period of time.

THE RUSSIAN CONNECTION

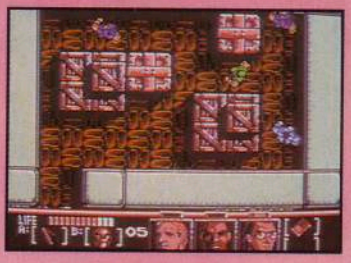
The task that is ahead of you will call for something special from all your agents. Slowly but surely you will pin the Sinister Seven down, as their attempts to evade you fail, one by one. Your mission begins on the streets of Moscow, where enemy agents lurk on every corner, just waiting to terminate your career. Search thoroughly, and heed advice you may get from informants. Once you have the pass, proceed into the sewers where more hazards and henchmen await...

1. Replenish agents energy.
2. De-activate this switch.
3. Vital information.
4. Onward ever downward!
5. Pick up the briefcase.
6. A friendly chat could be fruitful.
7. This guy could be a double agent!
8. A reliable informant.
9. The pass?
10. A shortcut...
11. Now aren't you glad you asked?



BUSMAN'S HOLIDAY?!

Espionage is a tough business, but it has its compensations, one of which is foreign travel. Your team will cover a few miles on this mission, so make sure you've packed the travel sickness pills!



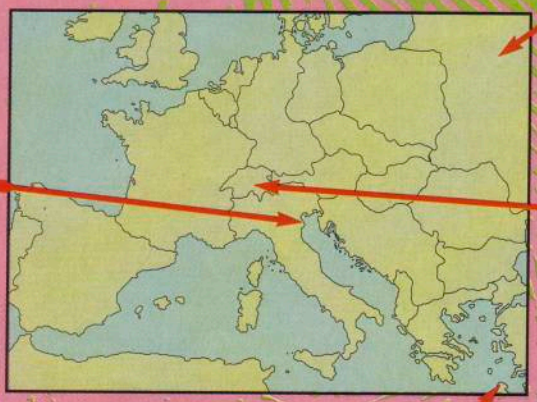
MOSCOW - RUSSIA

Don't forget your red cross code.

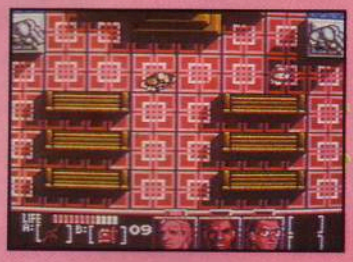
Find and de-activate switch (comrade)

VENICE - ITALY

Take care on the canals.

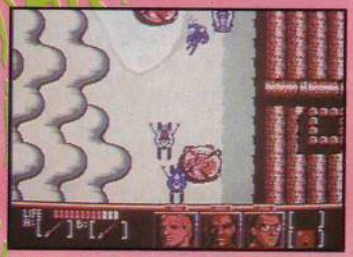


SWITZERLAND
Penetrate the hideout and release hostages.



Tempers fray in the temple!

THE COAST - CYPRUS
Goodbye Sinister Seven, hello peace!



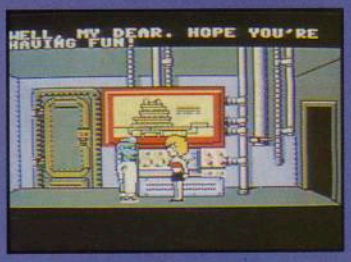
THE ALPS - SWITZERLAND
Don't miss the last submarine.

Far, far away on a dark and lonely hillside stands a formidable and eerie looking house. No one is quite sure what goes on within its walls, and until recently no one has ever even dared to find out. Maybe now we can uncover some of the dark secrets of Maniac Mansion...

Maniac Mansion®

The weird bunch

Maniac Mansion is home to a pretty strange family who tend to keep themselves to themselves. Head of the house is Dr Fred, the mad scientist, who has an alien tentacle for an assistant. Then there's Nurse Edna who, despite her title, ain't into caring! Weird Ed is a teenage commando who has a fetish for hamsters and, finally, in the bath tub lives dead Cousin Ted - not a pleasant sight!



Our cheerleader is missing!

Dr Fred, in order to complete one of his strange experiments, has abducted Sandy, a cheerleader from the local high school. Her friends have decided to take positive action and rescue her whatever the consequences. Led by Dave, Sandy's boyfriend, they must enter the Mansion, locate Sandy and liberate her, but little do they know what puzzles and wonders await them!

Meet the team

DAVE: Dave is Sandy's boyfriend and an all-round nice guy.

RAZOR: Razor's a lovely lady with absolutely bags of musical talent!

WENDY: Wendy's talent is the written word and boy can she type!

BERNARD: Bernard is the original geek! Give him a tool box, though and he'll probably amaze you.

JEFF: Jeff's a regular beach-bum with a talent for repairing phones.

MICHAEL: Michael's magazine and photography experience is helpful in any darkroom.

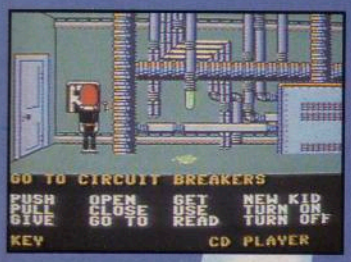
SYD: Syd also possesses a musical genius and a really cool pair of shades!

Wipe your feet

Once you have selected your team of kids from the assembled crew, you must venture into the Mansion, taking care not to disturb its residents, or you'll pay dearly! The game is a series of puzzles which must be solved in a logical order to allow you to release Sandy and put an end to Dr Fred's plan to rule the world. Teamwork is essential as you blunder around the many rooms trying to make sense of the situation, and although at first things will appear rather confusing, as you progress it will become clearer and start to make sense.

Puzzled, confused and baffled!

With a little bit of thought, you'll soon be on top of the situation, and well on your way to releasing Sandy. Don't forget that all the kids have special skills, and if you solve the problems in some sort of order you should have some success. Here are a few examples of how to go about it.



If Dave switches off the mains.

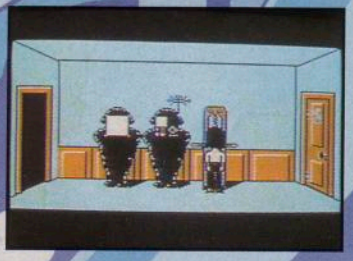
Bernard can fix the broken wires.

Searching the fridge

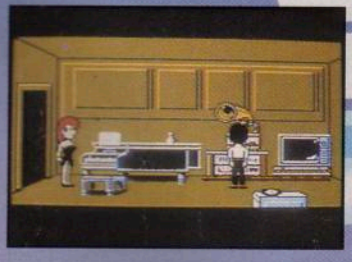
And you can play the arcade game and get the code.

Use the microwave and some water to steam the stamps off.

If you get the tape.



Use the weight training equipment to increase a characters' strenght



You can record Razor's music.

That's just a glimpse of the kind of zany antics that the kids will get up to in "Maniac Mansion".

It's adventure as it's never been seen before!

BLUE SHADOW™

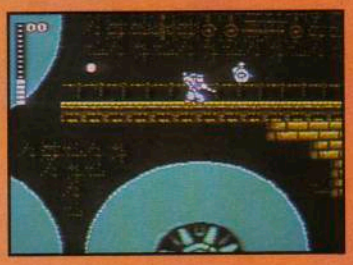
Enter the shadows...

Shadows hide dark and foreboding secrets - they play tricks on the mind and are synonymous with evil and terror. Only when one enters the shadows can the terrifying illusions be vanquished. But the Blue Shadow is no illusion. He plans not only to strike terror into the evil Emperor Garuda who rules America with an iron fist - he intends to put this guy out of business for good...

Defend yourself with the Katana.

The Powers of the Shadow

Two powerful figures make up the Blue Shadow ninjas, and as such, both are able to battle on screen at once. Using a variety of ninjitsu weapons and skills, they have to fend off the henchmen that stand in their way, and make the country a safer place to live in!



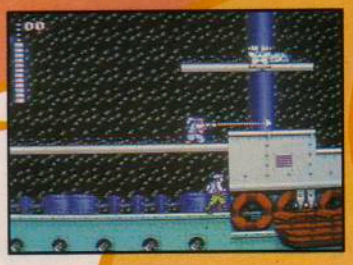
Searching the shadows

Weapons aren't the only items a ferocious warrior needs. Vital energy bottles are hidden in various boxes, and these replenish some if not all of any lost health. A scroll increases the range of your weapon, while bombs add an explosive flavour to the game!

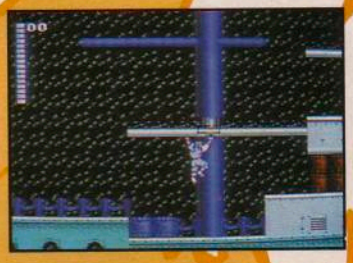
Attack from a distance with the Shuriken.

A shadow of past glory

Emperor Garuda has brought the finest American cities to their knees - it's a case of how the mighty have fallen, giving way to the very thing that a democracy detests. But now the Blue Shadows are here to right all the wrongs of recent years...



Swing high and low with the Kusarigama!



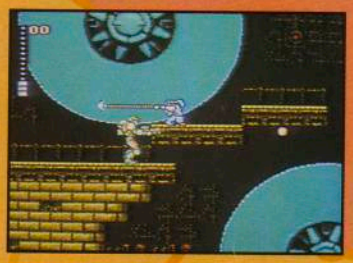
Your powers allow you to climb below platforms.

Watch out for the 'pushy' orange ninjas!

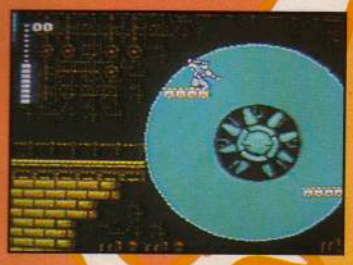
Stage One – The Sea Port

A fleet of derelict ships lie rotting at the sea port, a reminder of a bygone era. With rain lashing down onto the decks, the Blue Shadows must fight across the slippery platforms, punishing anyone that gets in their way, and smashing the first defences of the Emperor.

Most enemies on the first sections require just one hit, although you will come across some guards who can take a few more hits. Save the Shuriken for the big guys!



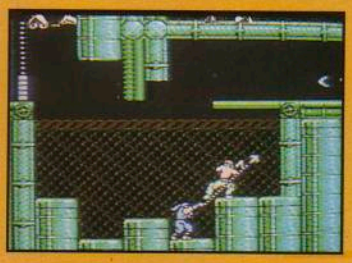
Attack the snipers with the Kusarigama!



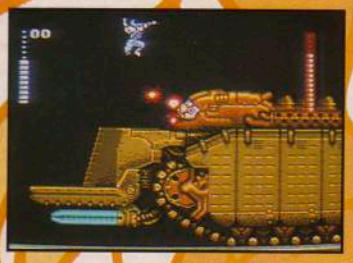
Catch a ride on the cogs in the ship's engines!

Stage Two – The Sewers

With ninjas leaping from the water below, and poisonous gases jetting towards you, the adventure really steps up a gear here. Use the Shuriken to see off the eyestalkers at the start, and then look to your chain to get rid of the snipers. At the end of the stage you'll do battle with an enormous tank that dwarfs you and your fellow warrior!



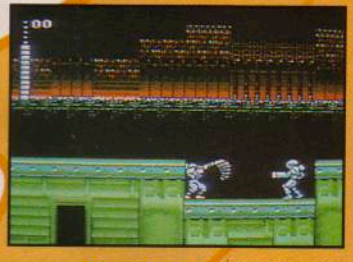
Watch out for low-flying boomerangs!



The killer tank!

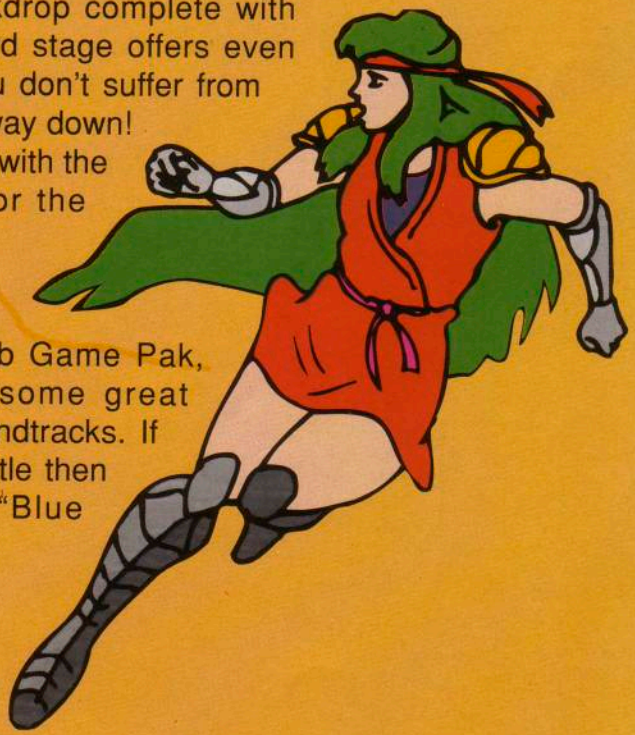
Stage Three - The Rooftops

Against a surrealistic backdrop complete with nightmarish droids, the third stage offers even more hot action. I hope you don't suffer from vertigo, as it sure is a long way down! Use the Kusarigama to deal with the snipers, and watch out for the marauding troops!



Battle on the rooftops!

Two more exciting levels are included in this superb Game Pak, each one enhanced by some great graphics and thumping soundtracks. If you're after a fast, thrilling title then look no further than "Blue Shadow."



Disney's Chip 'n Dale Rescue Rangers™

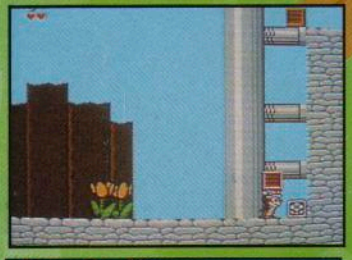
"Hello, Chip 'n' Dale's Rescue Ranger Agency. How may I help you?... A kitten?... No mam, no job too small!... Sure we're the best!... The Rescue Rangers are on their way!..."

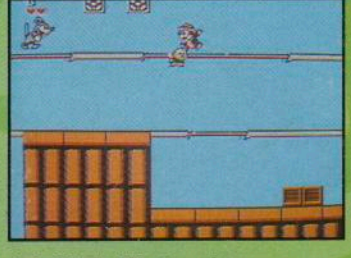
The Rescue Rangers!

The Rescue Rangers are a group of friends who are always ready to take up the cause of any of the creatures in the forest. All of them have their own different abilities, and as a team they're unbeatable!

CHIP 'N' DALE - The lovable chipmunks who do most of the footwork.
GADGET - A technical wizard - his inventive abilities are much sought-after!
MONTERREY JACK - Monty will be at hand to help Chip 'n' Dale find the secret doors.
ZIPPER - When Zipper flies ahead, he will ensure no harm comes to Chip 'n' Dale.

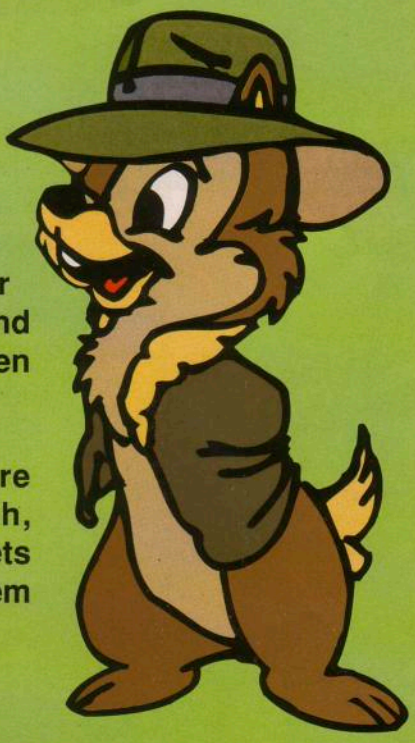
The Fat Cat's domain





"Rescue Rangers" is crammed with colourful levels, each one full to the brim with ingenious hazards and a host of the Fat Cat's pals. Chip 'n' Dale are going to have their work cut out, although with their agility, they should be able to scurry around with few difficulties. The problems start when they encounter their larger than life foes!

The adventure kicks off in the park where mechanical dogs and rats lie in ambush, ready to stop your quest before it even gets off the ground! You'll need to deal with them



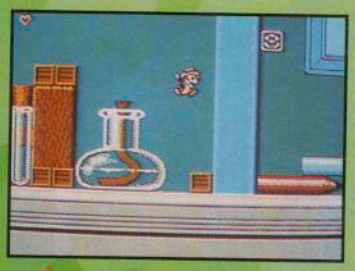
© Walt Disney Co. – TM Capcom Co. Ltd.

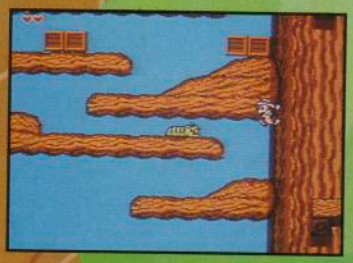
by throwing the boxes or rotten tomatoes - don't miss out on any stars or flowers you find underneath your makeshift weapons, because these mean bonuses!

Once you've dealt with the rampaging robots and overcome the broken electrical wires, you can break into the lab. Against a stunning background of laboratory apparatus, the Chipmunks must first deal with the rats, before confronting one of the Fat Cat's failed machines, that's running amok. Once this mess is cleared up, you move on to the forest where you face another set of the Fat Cat's goons!

A large tree looms next, but that shouldn't be too difficult to climb for our furry little heroes. As they climb though, they will come across Ninja Flying Squirrels and some creepy-crawly worms that could send the Chipmunks flying from their branch!

The adventure doesn't stop there. Chip 'n' Dale will have to deal with Shapechangers in the kitchens of a local restaurant, keep it silent in a kangaroo infested library, and face some vicious toys in a large store. Even when they've cleared the first map, another one with a fresh set of challenges appears! It sure takes a lot to be a Rescue Ranger!

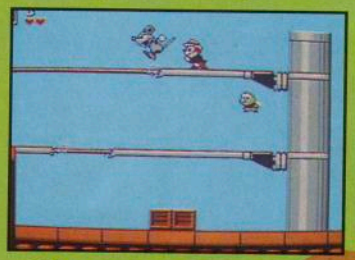




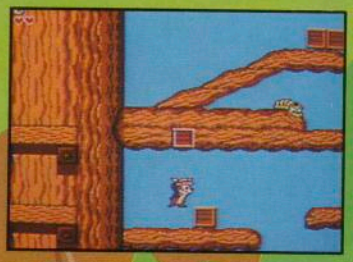
Chipmunk challenges!

Chip 'n' Dale will soon feel at home in these surroundings, but there are some mysteries that even the Rescue Rangers need help in solving. Here's a few techniques that will get them on their way...

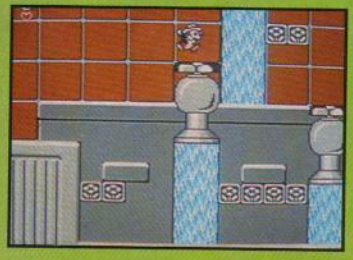
Clear the enemies by throwing any object available!



Watch the sparks on the broken electrical wires - time your jumps carefully!

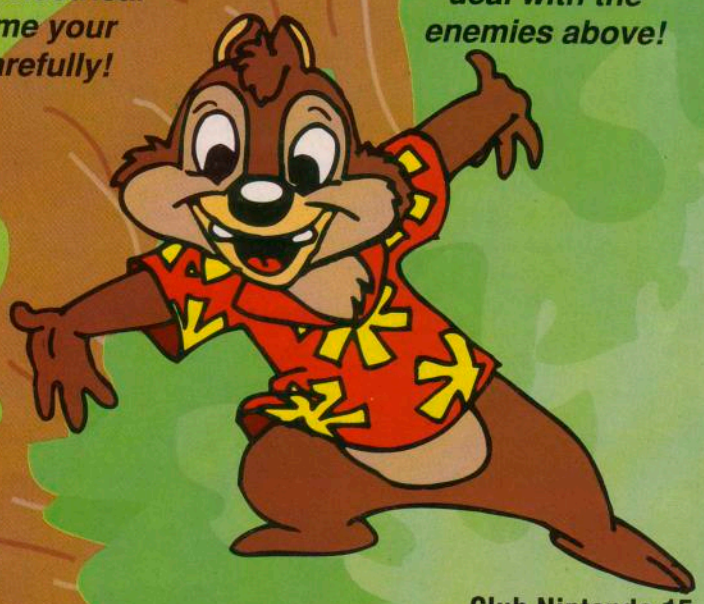


Throw crates up to deal with the enemies above!



Turn off the taps by jumping up and down on them.

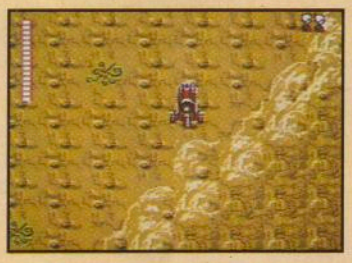
Keep the Tops spinning to stop them falling on you!



STAR WARS

A long time ago...

In 1975 to be precise, Star Wars hit the cinemas and changed science fiction movies forever. Through state-of-the-art special effects and fantastic action scenes, it had movie-goers on the edge of their seats - many went back time and time again! Now it's on the NES, it looks set to repeat the film's phenomenal success in video game form!

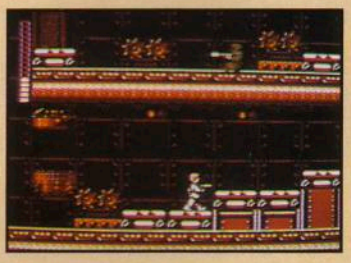


In the landspeeder.

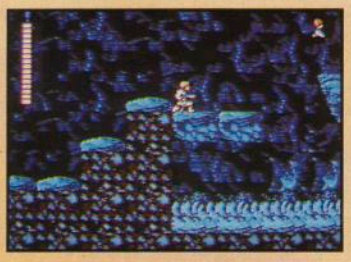
The World of Tatooine

Tatooine is little more than a windswept desert, overrun by the Empire. The caves are a haven for the outcasts who don't take kindly to unwelcome visitors, yet Luke and C3PO must search each one for the missing droid.

He travels the land in his landspeeder, and the action switches to side view when he enters a cave. Not only will he find R2D2, but a host of useful objects too...



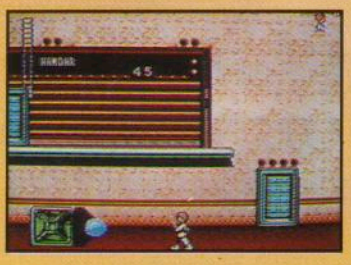
R2D2 is held in this Sandcrawler.



Take him to Obi-Wan Kenobi's cave for more info. Obi also has your Lightsaber!

Deal with the enemies with your 'saber, or the gun.

Collect as many shields for the Millennium Falcon as you can!



If Luke is to learn all he needs to know about the Empire, then he will have to search every nook and cranny. Power-ups and extra energy can be found in many different places - you're sure going to need them to see off the cave dwellers!

Beware of the enormous Tushen Raiders!

Because our club is growing and growing we have some new people to help Luigi and I with all your day to day queries, letters and game play questions etc.

We've been looking for somewhere where we will all fit in and we have found just the right place at Eastleigh (near Southampton), so on the 1st January 1992 we will have a new address and new telephone numbers.

Our new address is:

Club Nintendo,
PO Box 42,
Eastleigh, Hants
SO5 5XZ.

This is the new look for your Club Nintendo Magazine, each issue will now have four pages of news and views.
We want to hear from you so keep sending your letters.

Hotline's New Telephone Number

To help you in and out of mazes, to eliminate those nasties or just to move you onto the next level of a game.

0703 - 652222

Also new for 1992 we are changing our weekend hours on the Hotline. We will now be available for your calls.
Saturday and Sunday 10am-3pm.

Club Nintendo New Telephone Number

For new release information, membership queries and general information on Nintendo products.

0703 - 651010

All calls are charged at normal STD rate, but please check with the person who pays the bill before using the phone.

In this issue of the magazine we have given you a free sticker with the new address and telephone numbers on, keep this safe for when you need to call us.

Membership Prize Draw

On the address label of your envelope is your membership number, if it's the same as the one printed below you've won a prize!!!

GB0037855

Meet our new "Clubbies"

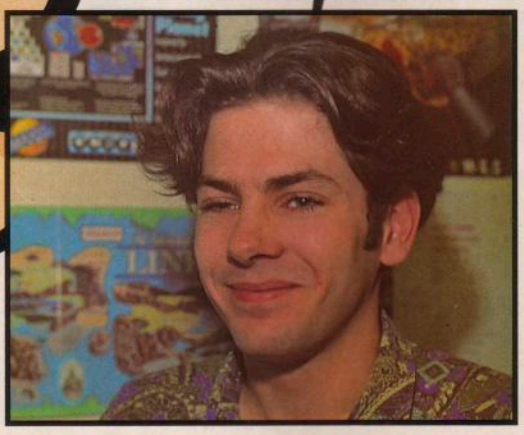
Consumer Advice

Please ensure that you only buy UK hardware and software for NES systems. Foreign hardware and software may not run on the UK television system.

Fiona

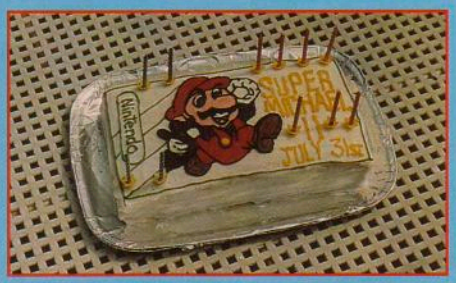
Dylan

Cyndy



Dan

We feel a special thankyou should go out to our readers mums, aunties or friends who have made these really great birthday cakes. (What happened to our slice?)



Michael Apps

Philip Heyworth

Christopher Brett Davies

No name given

3 LUCKY WINNERS COULD BE THE PROUD OWNERS OF THE SECTION Z GAME PACK BY ENTERING OUR FREE COMPETITION

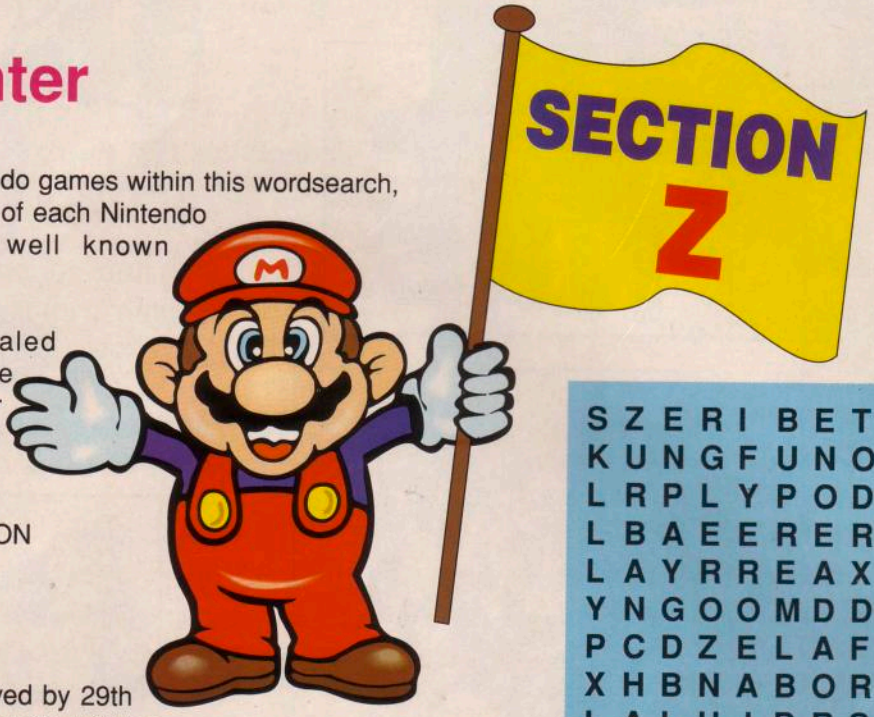
How to enter

Find 9 well known Nintendo games within this wordsearch, then using the first letter of each Nintendo game form another well known Nintendo game.

On the back of a sealed envelope write your name and address together with your answers and send to:

SECTION Z COMPETITION
PO BOX 42,
EASTLEIGH,
HANTS SO5 5XZ.

All entries must be received by 29th February 92. The winners will be announced in issue 3/92 of the Club Nintendo Magazine.



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L	B	A	E	E	R	E	R	R	R	L	A	T	B
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L	B	E	X	N	A	M	T	U	O	R	A	F	S

Competition Rules.

Competition open to all club Nintendo members except for employees of Bandai UK Limited, including their families. All entries will be placed into a sack and the winners will be those who have completed the wordsearch and found the missing Nintendo Game name and are the first three drawn from the sack. No cash alternatives to prizes will be offered. No correspondence can be entered into. Proof of posting will not be accepted as proof of receipt.

QUAVERS/GAME BOY COMPETITION WINNERS

Ian Gilbert - Notts

Jonathan Grant - London N7

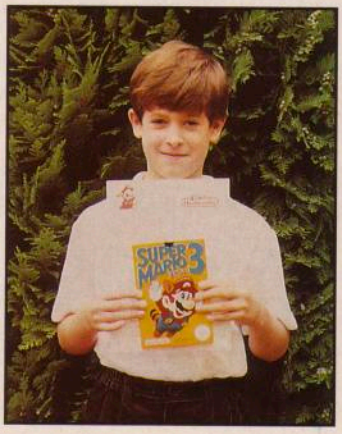
Andrew Hamilton - Sunderland

Well done to all of you that entered.

SUPER MARIO BROS 3 WINNERS

Announcing our five SMB 3 winners:
Jodie Adam - West Sussex
Andrew Rose -Northants
Marshal Bradstock - London
Michael James - West Sussex
Matthew Jarman -Hants
These two were the only photos we received from our winners.

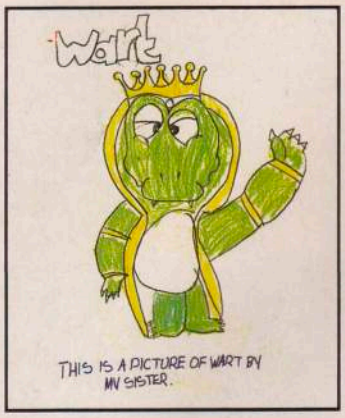
Michael James

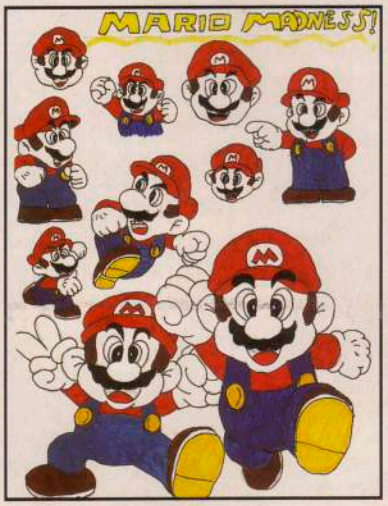


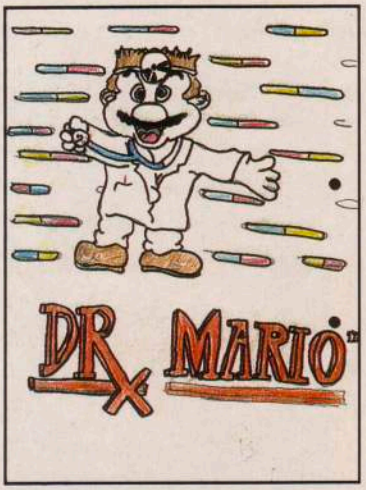
Matthew Jarman

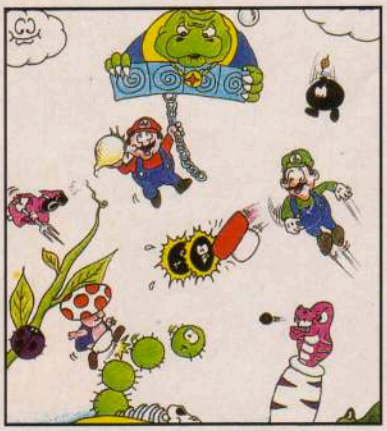
READERS' ART

We have been promising for so long to feature some of your Artwork and we will now be doing so on a regular basis, please keep sending us all your fabulous drawings !!!!!









WHERE DO YOU USE YOUR GAME BOY?

This is to become another new feature on your Nintendo News pages.

We've had lots of letters from our members telling us where they play Game Boy, how about letting us know whether you take it on sporting events or other exciting places. A photo would be nice and we will feature as many of them in future editions of you Club Nintendo Magazine as possible.

The Rebel Alliance

One of the major attractions of "Star Wars" is that it follows the intergalactic movie almost scene by scene! All of the major players are featured too, each one with its own skills and abilities!

LUKE SKYWALKER - Luke is your main character. With both his gun and his Lightsaber, he's a real 'force' to be reckoned with!

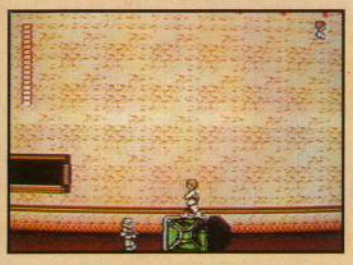
HAN SOLO - Han hangs out in a nearby bar, and he's a real hotshot (and a hothead)! He also captains the Millennium Falcon.

PRINCESS LEIA - Leia is held hostage by the Empire in the Death Star. She's sent her two robots out to get help...

C3PO - He's a real nice guy (if a little mechanical), but is prone to some very unrobot-like panicking! He also translates R2D2's beeps and blips.

R2D2 - A real whizz with computers, R2D2 also projects a hologram of Leia in an attempt to get help.

OBI-WAN KENOBI - The force is certainly with this guy. He helps Luke and his partners with his powers.



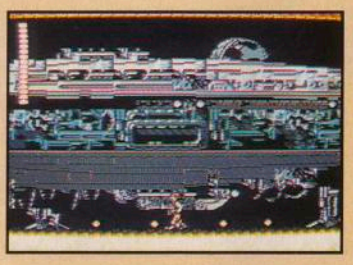
The Stormtroopers are just the start of your problems!

Inside Mos Eisley...

First stop, the bar! This is Han Solo's local haunt, and, since he owns the Falcon, Luke will need to drag him away and enlist his help!

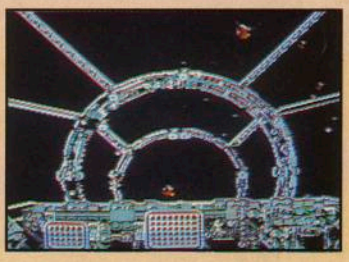
Stormtroopers and Jawas guard the way to the hangar, but with Han's help Luke shouldn't have too big a problem reaching the Falcon!

Blast off to the Death Star



To aid the rebels, Luke needs to reach the Death Star, get the plans from Princess Leia and then destroy the monstrosity. Easier said than done though! First he will have to avoid a swarm of planetoids that threaten to destroy the Falcon. Only the finest pilots will survive this tremendous onslaught!

However, if he does reach this point, he will be caught by the Death Star, and the second part of this enormous adventure begins! Can Luke battle his way past the Empire's troops and find Princess Leia before escaping the Death Star's clutches? Is it even remotely possible that he can destroy the giant space station? Use the force and it just may be!



"Star Wars" is an enormous game, and one of the best film conversions seen to date. Miss it at your peril!

NORTH AND SOUTH

The sun rises and spreads its golden light across the silent plains of mid-America. A lone bugle sounds in the distance as the cavalry ride out from the fortress, into yet another day of battle...

The year is 1861 and America is divided by Civil War. The southern states, under pressure from the newly-elected President Lincoln to abolish slavery, have formed their own Confederate government and attacked the northern states. This is just the start of a long and bloody war with the Unionists of the North...

How they line up

The South

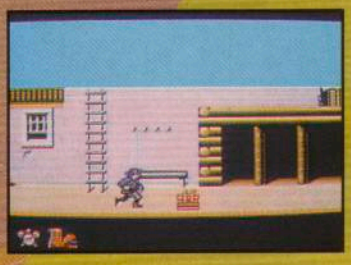
The Southern States (the Confederates) are under the presidency of Jefferson Davis, who has appointed General Lee to command the Confederate forces. The South is heavily outnumbered and they are technically inferior to the Northern forces.

The North

The Unionists of the north are led by Abraham Lincoln, whose fight to abolish slavery sparked the south's aggressive reaction, which led to the Civil War. General Grant leads the Union forces who have the odds on their side.

Tactics

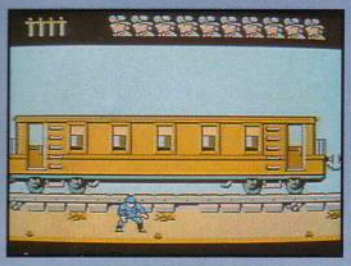
Tactical expertise is of paramount importance if you are to effectively over-run the opposition's land and halt their advance. Plan your moves with military precision, avoiding confrontations as much as possible, while extending your territories and expanding your control of the map.



Over the wall

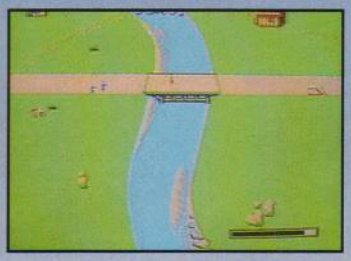
If you can capture the fortresses, you will strengthen your hold on the war. Fight your way through the enemy troops and hoist your flag on the ramparts.

Take the train



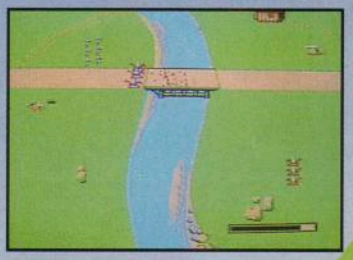
Board the speeding train and fight off the numerous guards to reach the engine. Now you can commandeer the enemy's gold and increase your armies.

Head to head

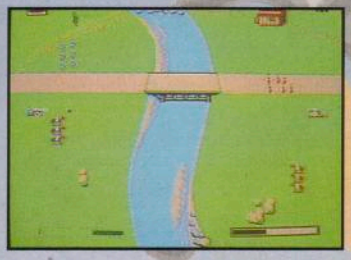


Hold the bridge!

If the enemy encroaches your areas or you move into theirs, a battle ensues. You will need to rally your troops and assume battle positions as the enemy advances. You can select which unit you wish to control from the cannon: infantry men or cavalry troops.

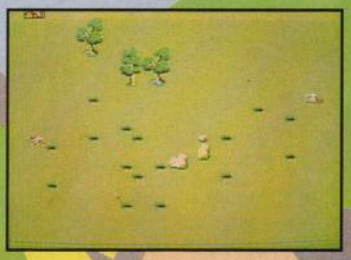


Charge!



Use the cannon to fire across the canyon.

Depending on which forces the enemy deploys against you, you must pick them off. It is always wise to place your infantry unit by the bridge where they can head off any forces coming across. Then quickly despatch your cavalry across the bridge to confront the enemy. When the cavalry have made their charge you can bring your cannon into play. However, always be aware of the enemy's movements, especially the cannon fire, and make evasive deployments when necessary.



Victory!

Come rain, shine or Indians

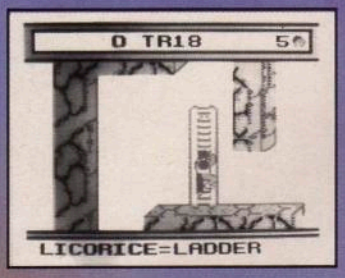
Before you begin the game, you will have the option to include some interesting elements into the conflict, which could change the course of the war. The storm cloud will travel around the map at random, and it will temporarily disable the movement of any army unit it hovers over.

The Indian element will mean that Indians will occasionally attack any army units in neighbouring states and Mexicans will occasionally bomb Texas, which will obviously affect any army unit that happens to be there! Finally, the ship will enable European reinforcements to land in North Carolina. Whichever army controls this area will receive the extra troops that arrive.

DAVID CRANE'S THE RESCUE OF PRINCESS BLOBETTE

NES owners have already been treated to "A Boy And His Blob" - now it's the Game Boy™ 's turn to play host to one of last year's most original games!

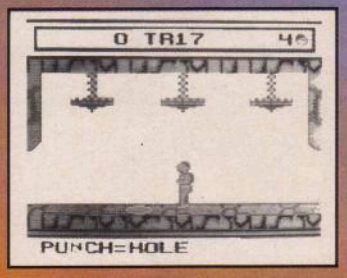
The good news here is that the current incarnation of the game is a totally new adventure, so it will challenge both novices and experts alike. The bad news is that Blob's sweetheart has been kidnapped, and he's taken it upon himself (and you!) to rescue her!



Climbing the licorice ladder...

Portable jellybean power!

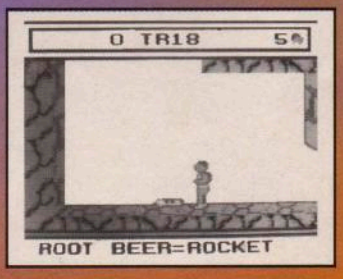
As most Club Nintendo readers are already well aware, Blob thrives on jellybeans - each different flavour has a certain effect on the little alien, which could help you out of the most precarious situations. Be sure to experiment with each bean and learn how to use them best!



Punching a hole in the ground...

Initiating the rescue

The action takes place in and around a castle that's just overflowing with devious traps and dangerous machines! The adventure kicks off near the top of a large tower, and from here you need to explore every inch of the neighbouring fortress if you are to find Princess Blobette!



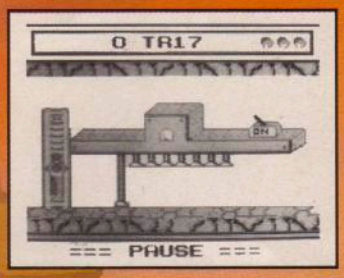
Shooting off in a root beer rocket ship!

The first thing you need to do is find some more jellybeans - a quick trampoline jump to the room above should see to that. Then you need to float down to the rooms below using the umbrella - just jumping will result in a rather painful landing!

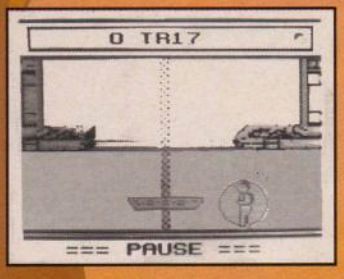
From there, you will start experiencing a few problems. For example, you'll need to throw a monkey wrench in a rather violent machine, and then use the apple jack to deactivate a force field. Some puzzles are logical, others aren't - but remember, there's always a solution to any problem!

Power-packed portable fun!

"The Rescue of Princess Blobette" is yet another brilliant piece of software for the Game Boy™. With brilliant animation, clear graphics, a funky rendition of the original theme tune and intriguing gameplay, it is a Game Pak that no self-respecting Game Boy™ owner should be without!



Use the ladder to turn off the switch.



Use the bubble to float in the water

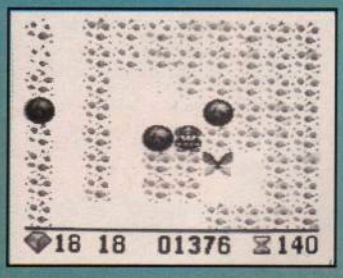
BOULDERDASH

Look out Mario - there's a new hero in town! Rockford has already appeared on the NES version of "Boulderdash," and now he is set to bring his rock-smashing, stone-crashing breed of excitement to the Game Boy™ !

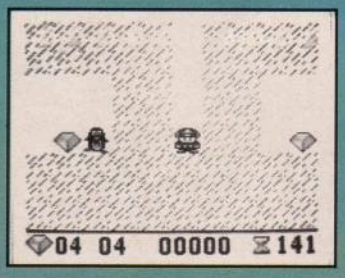
The basic idea is to collect all of the diamonds on screen, while avoiding the falling boulders and any of the weird and wonderful creatures that roam each screen. Four worlds, each with five levels, await any budding hero, but be warned - not only is "Boulderdash" a fast action game, you will need all of your wits about you if you are to succeed in some of the trickier levels!

Rockford's only defences are his speed, and the ability to push around the rocks on screen. If you hit certain enemies, you can earn bonus diamonds, but make sure you keep out of the way of the resulting explosion!

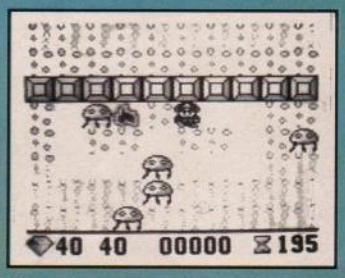
Once you have managed to collect enough diamonds you can move on to the next stage, where more strategic adventure awaits! "Boulderdash" is a pretty extraordinary game - not only is it very appealing, but there's plenty of variety too!



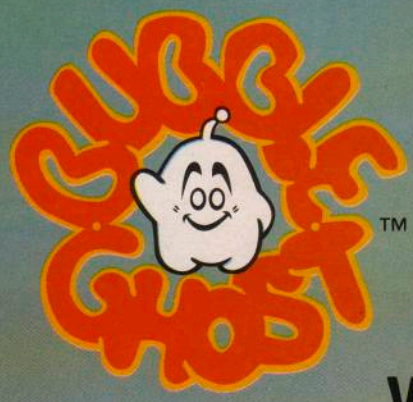
Crushing the enemies for diamonds!



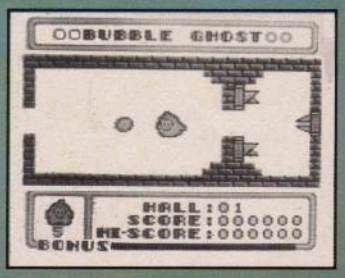
Trapping the amoeba!



Sliding around in the Ice World.

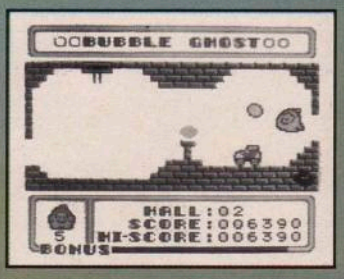


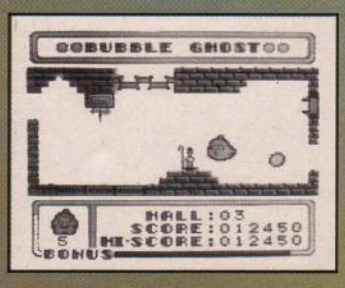
When the day is done and the haunting is over, ghosts like to relax, so what better way to soothe away the pressures of spooking than to test the brain cells and the reflexes! Our cute little ghost has found a great way of entertaining himself and whiling away those quieter moments...



With a huff and a puff

Lend our ghost a hand as he strives to manœuvre a small bubble around the maze, like halls of the haunted house. Negotiate all the hazards which could end his efforts with a momentary 'pop', such as flickering candles, vicious spikes, twisting vines and the rather disruptive blades of the electric fan! However with his gentle breath, the little ghost can not only guide the bubble in any direction, but he can also extinguish any candles, and hit the right note on any trumpet that may be lying around!





Huffing beats haunting

Each hall of this haunted abode presents our ghoulish hero with a new and increasingly tricky challenge. Perilous traps can be found at every corner, while you need to squeeze your bubble through the smallest of gaps. While the ghost may have a hard time keeping himself amused, the chances are this will entertain you for hours on end...

SNEAKY SNAKES™

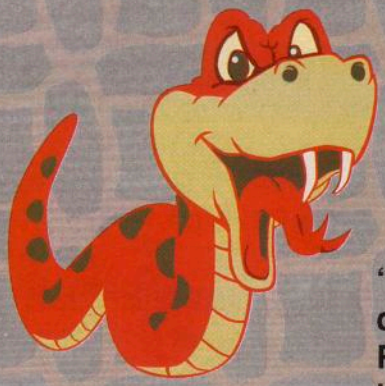
Reptilian revenge

Hey, has this world gone crazy? Nasty Nibbler's gone and captured my girl, Sonia Snake, and I'm none too pleased to say the least! She's being held in the Nibbler's nest, so I'm off to get her released, and I'd welcome your help!

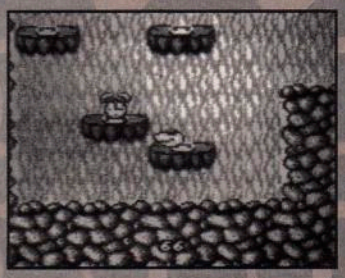
Nibble or be nibbled

Through each section you will come across dozens of little Nibbleys which you must consume in order to allow your snake to grow and pass through to the next level, but watch out for the bombs which can look like Nibbleys! Destroy the enemies by hitting them with your forked tongue, or bouncing on top of them. Danger lurks everywhere, so you'll need to have your wits about you, especially in the water where hungry sharks lurk, just waiting for their next meal! Jumping on the lids could add an interesting aspect to the game, with power-ups and warps, which are always welcome to a snake with a lot on his mind!

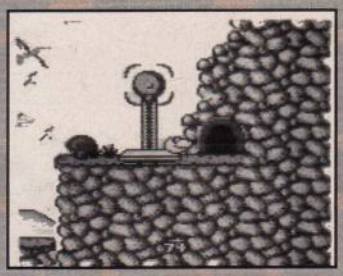
The landscape is made up of hills and flats, making a good hiding place for some nasty little creatures. Keep an eye out for the Nibbley dispensers, which will really help your snake grow, and also go for the tongue power-ups, since these will really help you kick your opponents!



A slippery success!

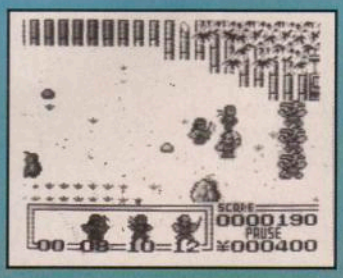


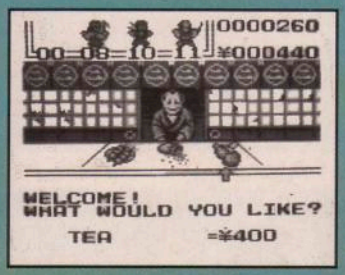
"Sneaky Snakes" is a great Game Boy™ conversion of the NES hit "Snake, Rattle 'N Roll," and it's just as much fun. Plenty of increasingly hazardous levels await you, as you snake your way through the perilous lands of Nasty Nibbley's kingdom. Your quest to release Sonia will keep you entertained for hours, but watch your step as you negotiate the ever-changing worlds - a fall could prove costly!

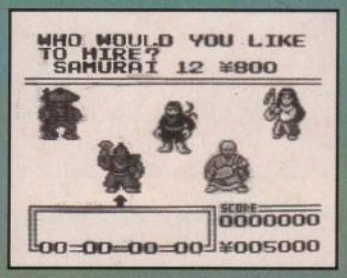


mercenary FORCE

Unlock the mysteries of the east in a perilous journey through besieged lands, overrun with mythical monsters and evil creatures! Your team must be strong and fast to survive in the face of a savage onslaught!







Before you depart on your long quest, you must select those you wish to accompany you. Choose wisely, ensuring you have enough firepower, strength and ability among your assembled crew. Each character has a unique power which could come in very handy when you're up against the devilishly tricky guardians. The Mercenary's ability to summon the power of fire, which destructs all in its path is rather clever, and when the servant creates the power of thunder, just watch your enemies scatter! Upon dealing with all in your path you will reach the showdown with the good old Level Guardian. Move quickly and avoid its vicious onslaught, while attacking his head. Then it's onward to more action and adventure...

"Mercenary Force" is a frenzied shoot-em-up game, combining fast action with a great selection of fighting formations, and some really daunting adversaries. Power your way through the onslaught, collecting the scattered power-ups along the way, which retain your strength as you pursue your foes.

One final word - look out for the shops selling energy-replenishing food, because you are sure going to need it!

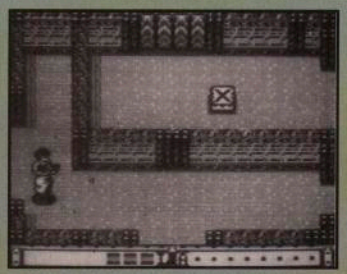
"Mercenary Force" is everything a good shoot-em-up should be, with both long-lasting appeal and plenty of original features!

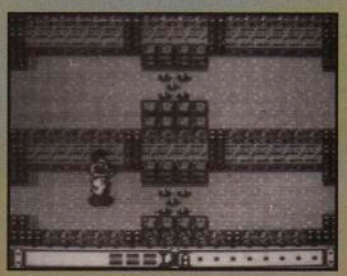
FORTIFIED ZONE™

On a still and moonless night, two gliders silently and effortlessly touch down in a field many miles behind enemy lines. The two crack commandos piloting the gliders hurriedly disembark and, moving quickly, quietly and without detection, they disappear into the undergrowth to initiate this most important of missions. They must infiltrate the Fortified Zone...

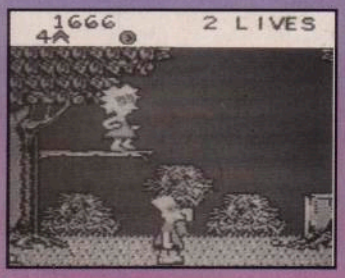
For reasons of security, your team members must remain anonymous, although we can inform you that there is one female and one male operative. They are finely trained infiltrators, hand picked on this mission because of their finely honed skills and qualities. They need to progress carefully through a maze of levels, defeating the enemy guards as they go, before finally reaching a showdown with the boss. A number of special items, such as flamethrowers and keys, can be picked up and used with each section, from the jungle to the actual fortress, requiring certain objects if you are to be successful...

"Fortified Zone" is much like a Game Boy™ version of the espionage thriller "Metal Gear". It incorporates a similar kind of adrenaline pumping action, making for an adventure that will keep you coming back for one game after another!





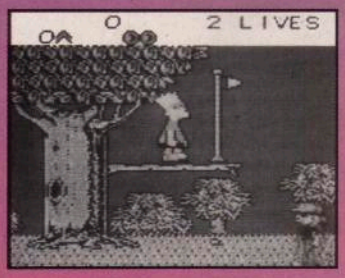
BART SIMPSON'S
ESCAPE FROM CAMP DEADLY



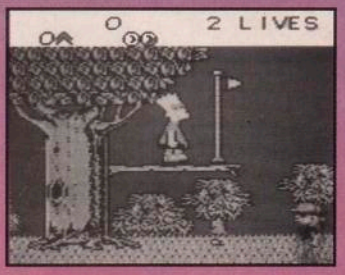
Hi Dudes! Welcome to my latest chaotic adventure where your help will come in real useful!

Mom and Dad have packed me and Lisa off to this really uncool Camp Deadly place, it really sucks! I'm formulating a plan to get us outta here, because the sooner I put this Ironfist Barnes guy in his place, the sooner we can get us a real vacation.!

Nightmare at Camp Deadly!



Bart is a bit like a bear with a sore head in the mornings and at Camp Deadly the day starts at 7am! Guide him through Camp Deadly negotiating the perilous natural surroundings and keep one step ahead of Ironfist Barnes who stays hot on your heels! Lisa will be on hand to help you when you need it most, supplying you with weapons and protective gear.



No food 'til lunchtime

This first morning's activity is capturing the flag with rather unfair teamings of Bart versus everyone else! But have you ever known Bart to shy from a challenge?

Capture all the flags that you can lay you hands on and explore everything – even climbing trees may reveal some place of interest. You will need to collect the boomerang from Lisa before proceeding to the treehouses where you can do battle with the likes of Blindside Bill and Rebound Rodney. You'll also have to be careful in the trees as you don't want to stir up a hornet's nest! Bart finds all this activity is making him hungry, so make your way to the mess tent for lunch, but remember, no food fights!

From there, Bart will face more perilous challenges and threats from bullies – who would want to be an underachiever?!

Scaling Mount Deadly

As if being pushed around, shouted at and basically made to do things an underachiever just doesn't want to wasn't enough, Bart will need to climb a mountain. Not just any old mountain, but a big, vicious one that reaches the clouds and beyond. Just don't look down...

Friends and foes

As to be expected, there are far more enemies than helpers. Lisa is his only pal in all of this (a nice change), while he is haunted by his schoolyard nemesis, Nelson, and all of his big, bad and ugly cronies, along with the Camp Deadly security guards.

Name: Georges Radosavljevic
Country: France
Age: 14
Favourite Games: Double Dragon 1 + 2
Highest Score: Completing Double Dragon in 2 days.
Hobbies: Fishing, music, photography.
Ambitions: Continue to play on my NES and become a forester in Canada.

Name: Fabian Spring
Country: Switzerland
Age: 11
Favourite Games: Double Dragon 2, SMB 2
Highest Score: Finished Double Dragon in one week.
Hobbies: Playing Nintendo
Ambition: To finish Gumshoe

Name:Boscart Laurent
Country: Belgium
Age: 12
Favourite Games: SMB 1, 2, 3, Robocop
Highest Score: Finishing DD 1 + 2 in one week. Can also finish Kung Fu in six minutes.
Hobbies: Cycling, playing NES.
Ambitions: To finish all my NES games and work for Nintendo.

Name: Alessandro Esposeto
Country: Italy
Age: 14
Favourite Games: SMB 3, Goal
Highest Score: Finishing Bubble Bobble
Hobbies: Playing Tennis on the NES
Ambitions: To finish all NES games.

Name: Marcus Weinhappl
Country: Austria
Age: 12
Favourite Games: Mega Man 2, SMB 1 + 2
Highest Scores: Finished Mega Man in one week, along with SMB 2 and Kid Icarus
Hobbies: Playing on the NES
Ambitions: To own every game pak

Name: Roman Winkler
Country: Austria
Age: 7
Favourite Games: TMHT, SMB 2, Mega Man 1 + 2
Highest Scores: Finishing Kung Fu and SMB 2 with one life
Hobbies: Playing the NES
Ambitions: To have all NES games and finish them!

Name: Melissa Mills
Country: UK
Age: 9
Favourite Games: Kid Icarus and SMB 2
Highest Scores: Finishing SMB 1
Hobbies: Soccer, Golf, playing on Nintendo, Electronic cars
Ambitions: To be a footballer.

Name: Alvaro de A. Radigales
Country: Spain
Age: 8
Favourite Games: Super Mario Land and Duck Tales
Highest Scores: Completing SML and Duck Tales
Hobbies: Playing on the Game Boy, cycling
Ambitions: To have lots of Game Boy games!

Name: Mario Alberto Betancart Rodriguez
Country: Spain
Age: 9
Favourite Games: SMB 1, Trojan, Castlevania
Highest Scores: Finishing SMB and Ice Climber
Hobbies: Playing the NES
Ambitions: To work with Super Mario

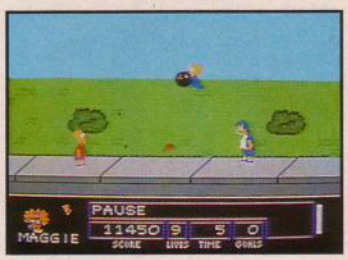
If you would like to see your name and photo in the world's greatest magazine, then put pen to paper and get writing! We need not only your name and age, but also your three favourite games, your two best scores (accomplishments). Your hobbies and your ambitions in life. Make it witty, make it funny but make it quick - the sooner we get your profile then the more chance of it getting printed (it needs to be good too, though!)

Tips & Tricks

Having a hard time dealing with some of the enemies in "Bart Vs the Space Mutants"? Well relax man, we have the answers right here!

THE SIMPSONS™ BART VS. THE SPACE MUTANTS

Nelson the Bully



Throw as many waterbombs as possible!

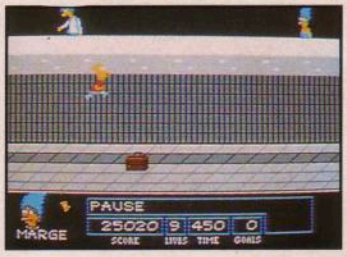
Nelson is only a minor inconvenience. As soon as you see him pelt him with waterbombs, but watch for his return of fire, and jump up to avoid getting a soaking. If you have Maggie helping you, she will roll bowling balls across the screen. Jump up and touch them and they will then roll back towards Nelson.

In the shopping mall

Deal with the gangster as quickly as possible!

While window-shopping Bart meets a rather tricky Alien, who looks kinda like a gangster! Wait for him to fire at you, then jump over his fire and jump on his head, then retreat and repeat three times. You will meet him again later, and he will be able to transform himself to any part of the screen, so keep your distance and only move in when you've dodged his fire.

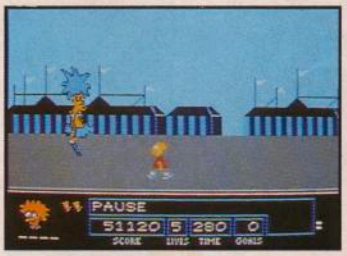
Ms Botz



Bart's really on the case now!

This babysitter bandit will appear at the end of Level 2, and will try to spoil Bart's day by dropping suitcases on him. Avoid the cases and when they land, jump onto them and they will bounce up and hit Ms Botz. If Marge is helping she will hinder Ms Botz by throwing objects at the case, and slow her down.

Sideshow Bob

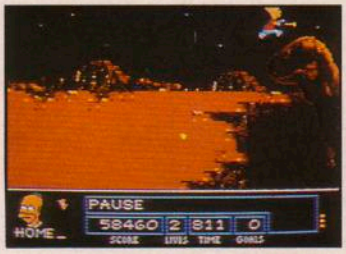


Bob's hopping mad!

Bart will come across Bob at the end of the Krustyland (Level 3), whose feet should be considered as dangerous weapons! When Bob stops his leaping momentarily, Bart must jump on his toes, then retreat. If Lisa is helping, she will try to stun Bob with bowling balls, giving Bart a better chance to tread on those enormous feet.

The dinosaur!

Locate the secret ledges!



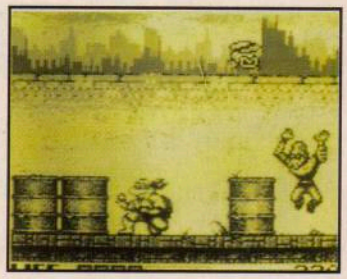
Prepare to leap right after the final jump!

Wow, this dude's pretty awesome, not to mention awkward! Stand on the invisible ledge just below his chin, wait for him to spit his fire over your head, then jump straight up to the ledge above. Keep jumping to fire the dart gun into his eyes, but don't stay there too long or he'll spit at you.

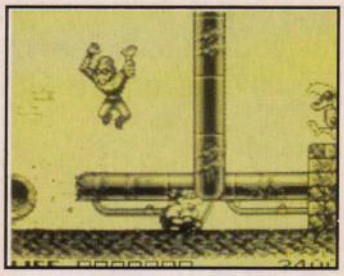
If your dart gun runs out, get to the ledge under his chin, wait for him to spit, then quickly jump up to the ledge above, then super-jump onto his head. As you do this you must be ready to turn and land back on the left-hand side. Repeat this process three times and be ready to jump on his back after the third and final jump.

TEENAGE MUTANT HERO TURTLES
FALL OF THE FOOT CLAN

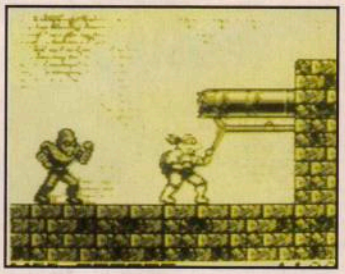
The Turtles game on the Game Boy™ features a multitude of bonuses and secrets. Not only are there bonus games which replenish your energy, but also two codes, one which allows you to get onto any bonus game, and the other which allows you to increase your energy at any stage of the game!



Kneel down next to this barrel, break it and then walk into the vacated space to play the 'numbers' bonus game! (Stage 1-1).



Stay in the water and go all the way under the pipe to reach the shooting bonus game (Stage 1-4).



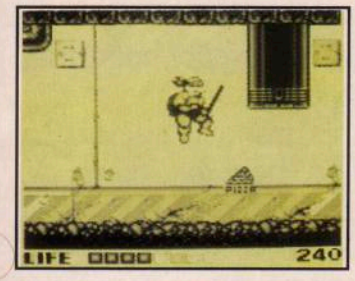
Simply walk under the pipe to the wall to get to the Shuriken bonus game. (Stage 1-2).

The bonus games

The location of the first four bonus games can be found below. It may be worth practising them using the secret code first.

Bonus game selection

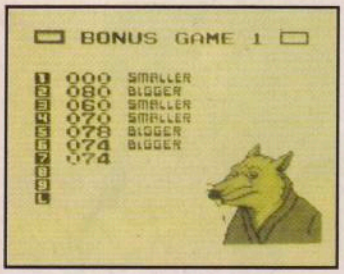
To practise the bonus games, press Select, A and B on the configuration screen. A question mark will appear next to the 5 - simply select that and choose your bonus game.



Jump up and hit the top of the second falling barrier to get another chance at the Shuriken bonus game (Stage 2-1).

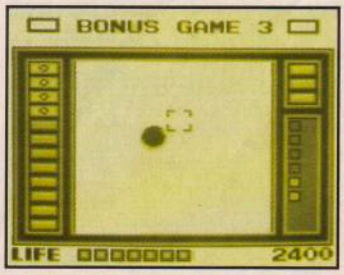
Energy replenishing code

For everyone who missed it last time - when you are low on energy, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B and A. However this only works once, so use it only in the most desperate situation!



The Numbers game.

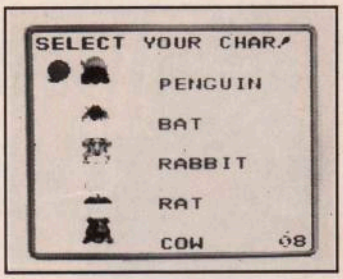
The Shuriken game.



The Shooting game.

Tips & Tricks

King of the Zoo



To enable you to select any level on this animal thriller, you must first move the cursor to the character you wish to use, and then press and hold left and the B button. Press the A button, and a number will appear in the bottom right corner which you can change with the up and down arrows. Once you've selected the stage number, press Start to play it!

WIZARDS & WARRIORS X

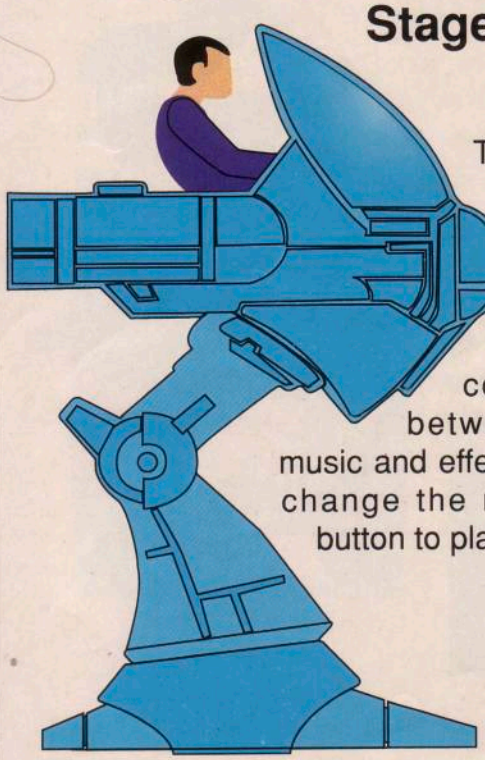
Fortress Of Fear

If you manage to make it on to the high score table, you can use it to gain extra lives in your next game. Simply enter your initials as W, heart, W and you'll start the next adventure with six lives!

Low G Man

Fans of the "Low G Man" Game Pak who are struggling in the early levels need suffer no longer! Here are the codes for levels two, three and four - the final one is up to you to discover!

Stage Two - Mich
Stage Three - Elle
Stage Four - Bill



There's also a sound test for this game. Enter 'SONG' as your password, and then use the Up/Down controls to move between background music and effects, the Left/Right to change the number and the A button to play.

Shadow Warriors

NINJA GAIDEN

We've discovered a really cool code that allows you to listen to all of the music and sounds of this frenetic game. On the 'Tecmo Presents' screen, hold left, down, A, B and Select on the control pad and then press Start to make the select screen appear. Press left/right to change the sound number, B to play and A to stop.

Readers' Tips & Tricks

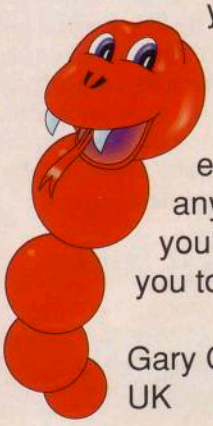
We have been absolutely inundated with tips for the latest Game Boy™ releases, but the NES seems to have been left out! If you have any hints for either system's games, then you can share them with hundreds of thousands of other readers by sending them to :

Readers Tips , Club Nintendo, PO Box 42, Eastleigh, Hants SO5 5XZ.

However, if the ghosts can't be busted, the turtles are terminated or Mario is being bashed by Bowser, then ring the Nintendo Hotline on 0329 822662! The Hotline is manned from 12 noon until 8pm every weekday, and also on Saturdays from 9am until 3pm.

Snake Rattle N Roll (NES)

To get to the warp on Snake, Rattle and Roll, you need to reach the end of the level within four seconds - basically, you need to speed full steam ahead, jumping over everything, and not stopping for anyone! If you manage to make it, you'll reach a rocket which will take you to stage 8!



Gary Cason
UK

Gauntlet II (NES)

On level one, instead of going down the exit to level two, walk to one of the flashing floor tiles to open the wall. Use the key to open the door and you will find a transporter that leads to level six!

Luke Lovell
UK

Tetris (NES)

I have found a cheat for Tetris on the NES. Start the B-Game at any level and, during play, hold A, B, and select. When the Tetrad 'thuds' down, you will have completed the game!
Stuart Hughs
UK

Simpsons (NES)

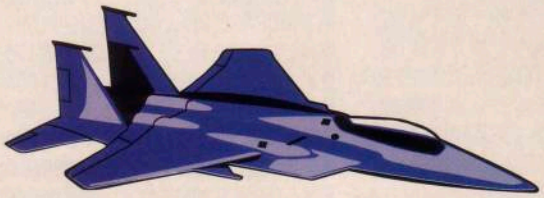
To get a sound test on the Simpsons game, fire a rocket at the 'E' in the Quick-E-Mart sign. You can then check out all the sounds in the game!

Paul Musgrove
UK

Double Dragon (Game Boy™)

Before you can reach the fourth mission, you need to fight Abobo. To defeat him, jump over his head, and then hit him into the crevice. The door leading to mission 4 will then appear.

Roland Burgerman
Austria



Captain Skyhawk (NES)

To avoid the mines in level 8, fly to the very side where they won't be able to get you!

Viet-Ander Aichbickler
Austria

Gargoyle's Quest (Game Boy™)

To get further into the game, onto new levels, type in the following code - MAD

Michael Van Buskirk
UK

Punch Out (NES)

I have a trick for the second Bald Bull in Punch Out. When his arms move up and down, punch to his face to get a star. Then wear him down with normal punches, and when his energy is low, use the star. When he gets up he moves his hands up and down again - repeat the previous manoeuvre to get another star. Once you've done this twice more you will have won!

Voncat Hoogstad
Holland

Scores of Fun

BATMAN

CAMILLE DUVAL	1 557 200
KRISTOFF VANTIEGHEM	952 300
DRIES DE LOVE	672 700
BENOTT BALLIEU	658 600
STEPHEN BOWE	509 500
OLIVER JOZEAU	409 800
FREDERIC BOUILLON	317 300
ALESSANDRO BERTONI	219 800
ANDREW HENNUY	154 500

BUBBLE BOBBLE

PAOLA CANALE	2 000 000
MELANIE LOMBARDI	1 881 710
OLIVIER MUNGER	1 711 630
CRISTOPH P. SHOFER	1 176 350
DANIEL DARVAI	1 151 060
CHRISTOPHE LEROY	1 117 780
STEFAN ZDESAR	1 060 000
JOSE LUIS ARZA OTEGUI	1 057 450
DAVID F. DELETRAZ	999 950

COBRA TRIANGLE

MATTEO TENCA	998 150
GREGORY DEFOURNY	938 500

DOUBLE DRAGON

STANISLAS ALAO-FARY	158 000
KURT BEYRUS	97 650
DANIEL FOSTER	95 940

DOUBLE DRAGON 2

JEAN-FRANCOIS RODRIGUEZ	579 020
ROLAND RODRIGUE	487 120
MICHEL LEQUIM	151 370
MICHAEL YIP	85 110
JOHN VAN DERTON	62 550
JOHN SCHMITT	59 970

DUCK TALES

ANGELO VAN CLEEF	30 203 000
FRANS WOLTHERS	18 908 000
AARON SHIMMONS	16 622 000
BEN ANDERTON	13 816 000
ALESSANDRO LENTINI	11 814 000
THOMAS WANA	10 004 000
LAURA SALTER	9 789 000
MICHAEL SCHNEIDER	9 077 000
DAVID EYCKERMAN	8 484 000
LUDOVIC DOCHY	8 135 000

GOLF

ROBERT LILLIS	-18
MICHAEL HUFLER	-15
ANDREAS AMBLER	-14
STEFAN ALTHAUS	-13
ROGER VAN DINGENEN	-11

GHOSTS AND GOBLINS

JORIS VAN DE ENDE	342 300
PATRICK VAN CAPPELLEN	321 800

GRADIUS

THIERRY HAIRSON	9 999 990
AMIN EL KACIMI	9 999 990

KID ICARUS

SEBASTIANO ZENONI	9 999 999
GUILLAUME DUBOILLE	9 999 999

KUNG FU

JOHAN DEVRIESE	548 090
VALERY GOFFART	532 030

PINBALL

NORBERT KITTAG	987 600
CEDRIC HERPOEL	488 440

PINBOT

LOUIS LETECHEUR	99 999 999
RICHARD VERVOOT	99 999 999
CINDY DE KERF	20 748 130
JULIEN RAVWENS	17 224 050
MIA VANDEVELDE	16 392 090
DENNIS KLINKENBERG	12 954 750
PATRICE ROUEN	12 383 000
STEPHEN MAYCOCK	10 472 760

PROBOTECTOR

BORIS GODEMET	4 354 400
SJAAK SEERTEN	3 307 500

RC PRO AM

MARCO BUGATTI	1 600 000
PAUL LEIJS	794 714
RAPHAEL TENGER	481 190
MATTEO ZUCHER	368 120
FLORIAN HAENSSLER	265 850
DANIEL MULLER	187 584

ROBOCOP

DENIS HANNARD	196 000
MARCO FERRANDI	118 500
ERWIN CLAASSEN	115 456
PATRICK PICKAERT	103 646

RUSH 'N ATTACK

VIDJAY DIELBANDHOESING	3 181 100
PATRICK VAN CAPPELLEN	983 500

SNAKE RATTLE 'N ROLL

ANDREW CLIFT	999 350
THOMAS HERMANT	977 650
KEITH RAINFORD	941 450
K. MAIZAR & P. CUKA	806 500
JURG GRAF	732 350
RICHARD BOOTH	668 100
ANDREW CROWE	657 500
HEINZ SARES	651 350
MARTIN KAGERER	255 150

SUPER MARIO BROS 3

ANDREAS LOTT	1 277 970

SUPER MARIO LAND

CHRIS CORBY	999 999
PHILIPP HIRSCH	999 999
DANIEL LOMBART	999 999
JOACHIM MORAWETZ	999 999
ROBERT RANACHER	999 999
KATHARINA TSCHIRSCHWITZ	999 999
JAMIE WELLS	999 999
ANDREW POLLARD	930 890
PAUL NICHOLSON	902 550
MOHAMMED BAZAZI	801 350
REINHARD BUCHINGER	779 450
MARK BENNETT	679 000
HECTOR F. YIANATOS	606 950
MICHAEL MOSER	550 380
PHILIPP DRESCHKAY	528 450
MARTIN DORLER	520 650
DANIEL BRANDLE	516 400
DARREN SEARLE	509 200
JASON GARNER	489 460
BERNHARD HERZIG	488 930
LUIS MANUEL FRESNO	458 930
MARK TRANTER	432 390
LIAM FINNIGAN	422 430
ANTOINE EVEN	421 070
DANIELA BONANNI	412 860
CHARLES GOSSELIN	409 500
ALEXIS KOCIANCIC	408 300
MARK SEARLE	408 300

TETRIS

MATTIAS DE MOOR	999 999
NICOLAS ARNAUD	999 999
JASPER KAPPER	999 999
ATTILA KAPPETEIN	481 106
MIRJAM REMIE	361 802
LAETITIA MARIN	106 403

TETRIS (GAME BOY)

HELEN YOUNGMAN	357 994
ROLAND POSSENBACHER	339 050
KAROLINE RANACHER	309 337
NEIL SLATER	306 076
RUTH MILES	280 085
H REIFETSHAMER	256 526
MANUELA EGGER	254 239
MARCUS BURRELL	201 541

If it's real fame and acclaim that you are after then you need to win your way on to the Club Nintendo Scores of Fun page! To be fair, we can only print your name once in the list, but to stand the best chance, send in all of your best scores! What we need from you is a list of these scores, along with your name, age (don't be shy!), address and a photo of each score. We need your age especially, since we base our choice not only on the score but also the achievement level! And how about some parent/kid combinations? We know that there are loads of Mums and Dads playing after hours - why not compare your scores with the younger generation (no cheating, now!).

Scores of Fun, Club Nintendo, PO Box 42, Eastleigh, Hants SO16 5XZ.

Top Ten

1. SUPER MARIO BROS. 3
2. SUPER MARIO BROS. 2
3. TMHT
4. SUPER MARIO BROS.
5. ZELDA 2 - THE ADVENTURE OF LINK
6. THE LEGEND OF ZELDA
7. MEGA MAN 2
8. DOUBLE DRAGON 2
9. DUCK TALES
10. BATMAN

GAME BOY™ TOP FIVE

1. SUPER MARIO LAND
2. TMHT - THE FALL OF THE FOOTCLAN
3. DR. MARIO
4. GARGOYLE'S QUEST
5. TETRIS

OK, so Luigi won the sweepstake - Super Mario Bros. 3, almost inevitably, tops the charts. Mario was also thrilled that his other games featured well in the NES chart, while Super Mario Land went straight in at number one in the Game Boy™ Top Five. Is there no stopping Mariomania!

We want your votes for both the NES and the Game Boy™ chart - list your Top Five (in order of preference), making sure that you mark either Game Boy™ or NES, and send it to the usual adress.

Mailbag

The Editor,
Club Nintendo,
PO Box 42,
Eastleigh, Hants
SO16 5XZ.

Club Nintendo is really great.
When the mag comes through the post its worth the wait.
If it doesn't come you will hear me rage.
Cos I long to see each tip filled page.
I do so hate when I reach the end.
Waiting for the next mag drives me round the bend.
I'm running out of paper I'll have to go.
See you later MARIO.

PS Thanks for the letter Mario.

Christopher McCulloch

Dear Editor

I am just writing a letter to tell you about my younger brother Jason who plays on our Nintendo. He plays Super Mario Bros 1 and Kid Icarus, and he is only 2 and a half years old. I wondered if you knew of anybody else who is younger and can complete world 1-3 on Mario and can get past level 1-1 on Kid Icarus?

J Green and Tammy Green.

Dear Editor

I would like to review Doctor Mario because I think its superb!

Graphics - 86%
I did not like the graphics because of the pills and viruses.
Sound - 95%
I thought the music was brilliant because there's two types of music to choose from.
Playability - 93%
Its very good to play because its frustrating and I like frustrating games.
Lastibility - 99%
You would never finish the game of in a hurry.
Overall - 98%
A fun game I would recommend it.

Damion Howlett
Cambridge

Dear Editor

I have recently brought "Solstice" which is totaly brill so I am going to review it.

Presentation - 94%
The ending and the starting are brill!
Graphics - 96%
The 3-D effect is almost faultless
Music - 94%
Mean and moody music which make it very catchy
Playability - 94%
Very very adictive. You will not want to stop!
Lastability - 95%
With over 250 rooms to explore.... it will keep you going for ages even when you complete it!
Overall - 95%
A must for all adventure fans.

Also I think you should print more than one Membership Prize Draw every 2 months.

Robert Milburn
Welwyn, Herts.

Dear Editor
I must review my new game, its Super Mario Three.
Graphics - 90%
Neat drawn/animated sprites and backdrops.
Sound - 95%
Wow! Excellent remixed tunes from SMB1.
Playability - 100%
I couldn't stop playing, and when I did, I went back and played some more.
Lastability - 98%
I beat it with warps, but theres still tons of levels to find.
Boredom Factor - 0%
If you get bored with this, you should book an appointment with your local G.P.
Overall - 99%
Well, no games perfect.

Thanks for printing my letter.

PS Is there plans for a SMB5, as part 4 is on the SNES (Superfamicom)?

Nigel Hayward
Canterbury

Dear Mario

I've go an excellent idea for Club Nintendo. You could make a cartridge for previewing the new Nintendo games.

Its a Nintendo cartridge previewing games and a short demo the Nintendo owners would look in the mag and see the offer and try it.

If you don't like the idea fine. Please write back to me. Thank you Mario.

Dear Editor

You've no idea how relieved I've been to read Mailbag in the last 2 issues of the magazine. I thought I was the only oddball 50+ years old who is a Nintendo addict! I didn't even have the excuse of buying for my children (left home) or grandchildren (none yet). I BOUGHT IT FOR ME!

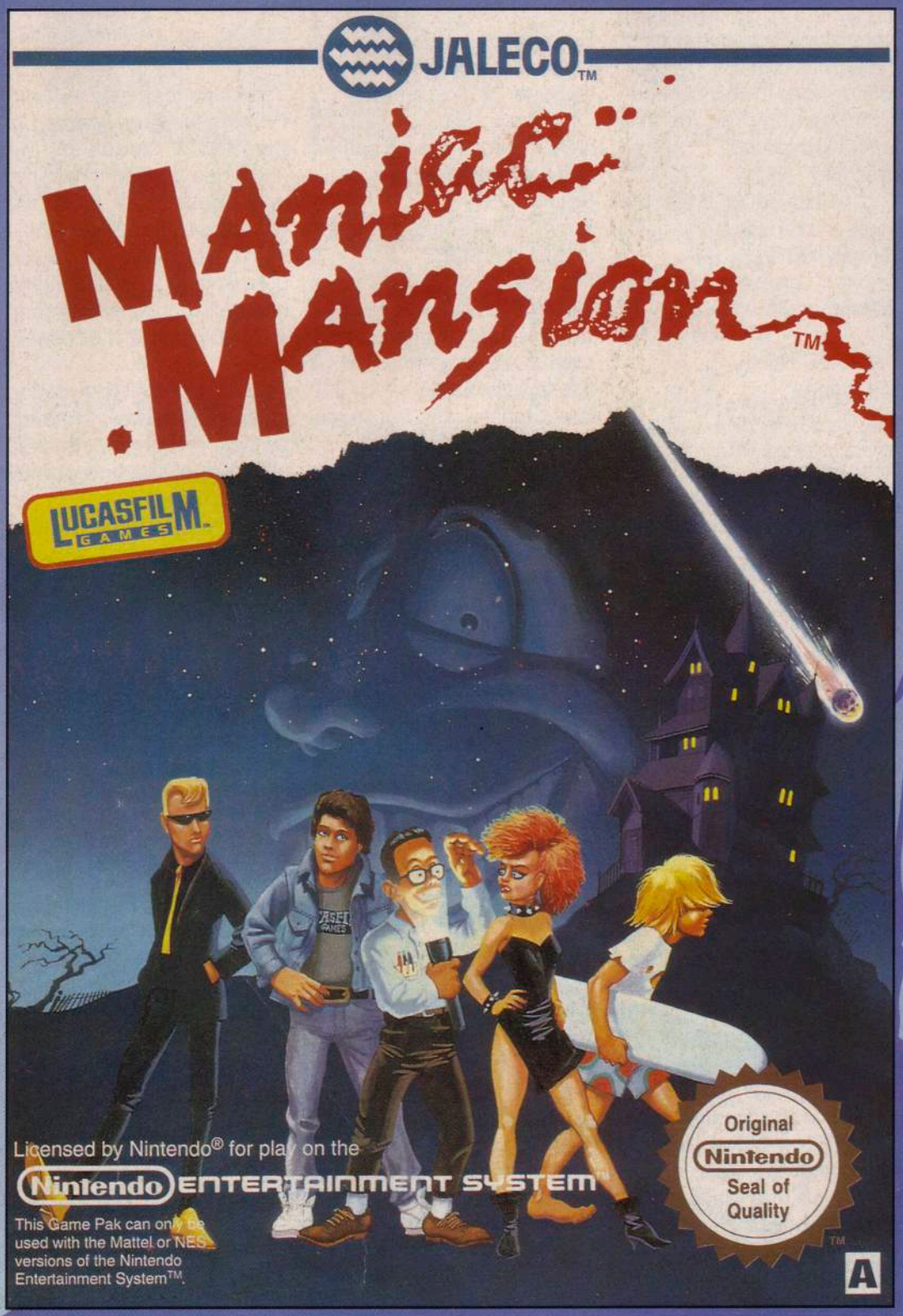
At the moment I'm suffering severe withdrawal symptoms as the magic box was packed in Belize at the end of May and has not yet reached me in Kenya. I deserve at least three Brownie points for nobly resisting the temptation to buy a Gameboy to keep me going.

One complaint - when, oh when, are we PAL system users going to be able to buy "Chessmaster". NTSC users have had it for ages; Gameboy has it - what about us??? Come on Mario - twist someone's arm!

Many Thanks for making me have so many late nights (just one more try!) - I think.

Pamela Hollands (Mrs)
Kenya

Once you get in...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Maniac Mansion™
LUCASFILM GAMES
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Nintendo ENTERTAINMENT SYSTEM™
This Game Pak can only be used with the Mattel or NES versions of the Nintendo Entertainment System™.
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A

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See our review inside

Nintendo

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